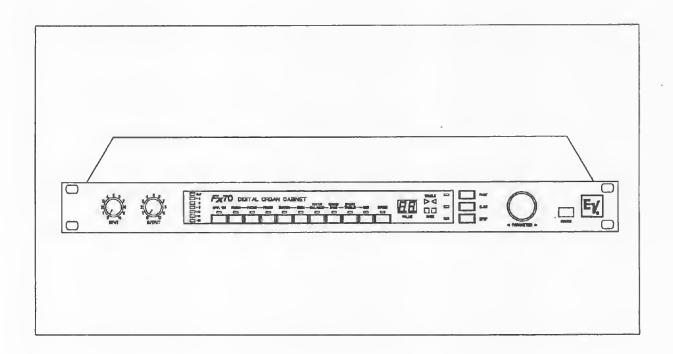
# Electro-Voice®

## **OWNER'S MANUAL**



Fx 70

**Digital Organ Cabinet** 

#### 1. INTRODUCTION

We should like to start by thanking and congratulating you for purchasing the Digital Organ Cabinet Simulator Fx 70 from Electro Voice.

The Fx 70 enables supreme quality, natural-sounding digital reproduction of the typical effects of loudspeaker rotor systems. The various programs make for prime simulation of the original cabinets on which it was based. All the originals' typical properties such as different frequency responses, rotor speeds, coloration, start-up and decay times have all been determinated via precise measuring techniques and subjected to psycho-acoustic analysis. In the Fx 70 the 24 bit signal processor ARS-10 calculates the identical algorithms, thus providing perfect simulation of the original sound in stereo.

A room simulation can be allocated to any of the programs which calculates the reflections of the rotating loudspeaker depending on the room type and size and adds the effect. This procedure is significantly more accurate and sounds a lot more natural than reverberating the effect via a random echo program.

Preferential room simulations have been allocated to each program. These can, however, be changed. All function keys have status LED's which signalize the current operating mode quickly and clearly. A special display indicates the rotor speeds. The parameters are edited via a rotary encoder, the respective values of the selected parameters being indicated with a 2-digit display. Alterations of the parameters can be stored under one of three program memory places.

It goes without saying that remote control of the Fx 70 is also possible via MIDI. The unit is thus equipped with IN-OUT-THRU sockets for integration into a MIDI system. The power supply of the Fx 70 adapts automatically to mains voltages of 90 - 250 V (50-60 Hz).

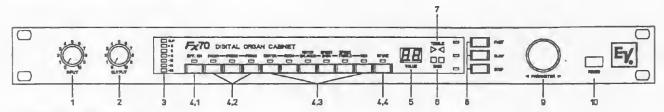
This user's manual provides a wealth of information about the Fx 70. Please read it through carefully and we guarantee you immense pleasure with your new Digital Organ Cabinet Simulator Fx 70 from Electro Voice.

#### **IMPORTANT NOTES**

ATTENTION: This unit must be protected from damp because of fire risk and the possibility of electric shocks.

- 1. Make sure that nothing, especially no metal objects, are inserted into the device. This could result in a severe electric shock or malfunction.
- If the unit is subjected to extreme fluctuations of temperature, e.g. on being transported from outside to a heated room, condensation can form. The unit should not be used until it has reached room temperature.
- 3. If water or any other liquid is spilt on to the unit accidentally, the unit should be switched off immediately and taken to a servicing facility to be checked.
- 4. Make sure that the unit is always well ventilated and never exposed to direct sunlight.
- 5. Do not use sprays to clean the unit as they have a detrimental effect on the unit and could ignite suddenly.

#### 2. CONNECTIONS AND CONTROLS



#### 2.1 FRONT PANEL

#### 1 INPUT CONTROL

This input control serves to alter the level of the input signal to achieve optimum modulation of the Fx 70 (0 dB on the level indicator). (Also see 17 HI/LO).

#### 2 OUTPUT CONTROL

The output control serves to change the output level of the Fx 70 to drive subsequent appliances with the optimum level.

#### 3 LEVEL INDICATOR

This serves for level control of the input signal. The optimum setting is 0 dB.

A further feature is the Peak/Hold function which facilitates levelling.

#### 4.1 EFFECT ON

switches between the original signal (LED off: Input > Output) and Effect signal (LED On: Input > Effect > Output).

#### 4.2 PROG 1, PROG 2, PROG 3

trip each other and select one of the three cabinet simulations. Each program uses different parameter values (ROTOR- SPEED, BALANCE, various rooms, distortion,) and different sound settings (Equalizer).

These programs can be stored with altered parameters.

#### 4.3 PARAMETERS and MIDI

The keys Distortion, Room, Rotor-Balance, Rotor-Speed Bass, Rotor-Speed Treble and Midi trip each other (respective Status LED lights up) and select the access of the rotary encoder (9) with Display (5) to the respective function.

#### 4.4 STORE

This key serves to store the current setting on one of the three program memory places.

Pressing the key a little longer time deletes the user programs and loads the factory presets (factory programs) on to all three program memory places.

#### 5 UNIVERSAL DISPLAY

This two-digit display has different meanings, depending on the function selected (Status LED). If MIDI has been selected, this is shown on the display, parameter value display, MIDI received, option numbers and values.

The display goes off after 10 seconds.

The display is turned on either by pressing or turning the rotary encoder (9) or by pressing one of the keys (4.3).

#### 6 ROTOR DISPLAY

This display allows a visual check of the bass rotor of an organ cabinet.

#### 7 ROTOR DISPLAY

This display allows a visual check of the treble rotor of an organ cabinet.

#### 8 STOP, SLOW, FAST

This switches the rotor speed for treble and bass cabinets into one of the three steps.

#### 9 ROTARY ENCODER WITH KEY

The meaning of this key depends on the function selected (Status LED). If MIDI has been selected, the MIDI channel is altered, parameter value control, option numbers and value control.

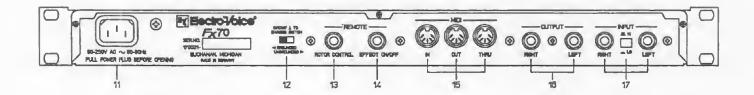
Pressing and turning this encoder at the same time accelerates settings.

Pressing the encoder briefly makes the display (5) brighter.

#### 10 POWER SWITCH

This serves to switch the Fx 70 on or off.

#### 2.2 REAR PANEL



#### 11 Mains socket

The enclosed Euro mains cable is connected here to put the Fx 70 into operation. The Fx 70 is equipped to deal with mains voltages between 90 V and 250 V and is thus not affected in any way by disturbances caused by fluctuating mains voltages.

#### 12 Groundlift switch

This serves to prevent hum loops. If the Fx 70 is operated in a 19" rack together with other appliances, the switch should be set at GROUNDED. If the Fx 70 is operated together with other equipment with differing earthing potential, the switch should be set at UNGROUNDED.

#### 13 Remote Socket ROTOR CONTROL

A foot switch FS 223 (optional accessory) can be conected here to switch over the rotor speeds in three steps (from Stop, Slow and Fast).

#### 14 Remote Socket EFFECT ON/OFF

A foot switch FS 12 (optional accessory) can be connected to this socket to switch over between the original signal (Input > Output) and effect signal (Input > Effect> Output).

#### 15 MIDI sockets (IN/OUT/THRU)

The output of a MIDI unit (keyboard, computer) can be connected to the MIDI IN socket, thus enabling remote control of all functions (keys, parameters...). Up to 38 parameters can be changed via MIDI IN (Sysex).

The input of a MIDI unit can be connected to the MIDI OUT socket. All settings and activities (keys, parameters ...) are issued at this socket and can be evaluated to control the Fx 70. (Sysex).

All data received via MIDI are transmitted in an unchanged format at the MIDI THRU socket.

Please turn to chapter 7 for further details.

#### 16 Sockets OUTPUT LEFT/RIGHT

These are the Fx 70's stereo outputs. The output level can be altered via the output control (2). If only one of the sockets is used, a MONO sum is obtained from the left and the right output.

The optimum room sound simulation of an organ cabinet can only be achieved if both outputs (stereo) are used.

#### 17 Sockets INPUT/LEFT/RIGHT and selector switch HI/LO.

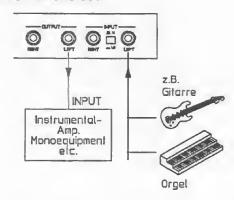
These are the Fx 70's stereo inputs. The selector switch is used to switch between the LO input (+0dBm) and the HI input (-20dBm). To feed in a MONO signal it is sufficient to connect only one of the two input sockets.

#### 3. SETTING-UP THE Fx 70

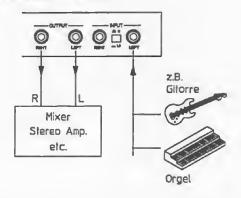
To achieve the best possible results, your Fx 70 must be connected correctly. For start-up purposes use the enclosed Euro mains cable to connect the mains socket and the Fx 70.



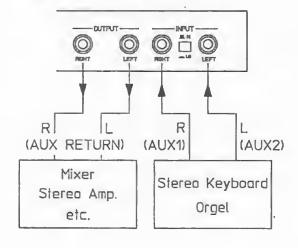
#### 3.1 Mono In/Mono out



#### 3.2 Mono in/Stereo out



#### 3.3 Stereo In/Stereo out



#### **IMPORTANTI**

- Some keyboards feature "stereo outputs" which are not mono- compatible. The two outputs sometimes only differ by a phase shifting on the second channel. This phenomenon is sometimes also referred to as "quasi-stereophone".
- As the rotor effects of both inputs are taken into consideration (summed), this can lead to fluctuating amplitudes or cancellations of the signal.
- This situation can be remedied by connecting one keyboard output with one of the Fx 70 inputs.
- Always use well-screened audio cables.
- To avoid loss of trebles, the cables should not be longer than 10 metres. This especially applies to those leading to the inputs.
- Never position the unit directly under or on a powerful amplifier, TV monitor or the like, as the leakage field of the transformers pertaining to such appliances can cause hums influence into the electronics of the Fx 70.

#### 3.4 Position of the Groundlift switch

The groundlift switch serves to avoid hum loops. It must be positioned appropriately, depending on the operating mode in question. **UNGROUNDED:** If the Fx 70 is operated with other appliances which have a different earthing potential.

**GROUNDED:** If the Fx 70 is operated together with other units in a 19" rack.

CHASSIS SWITCH



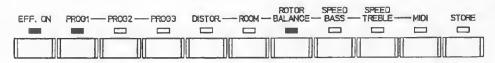
#### 4. START UP

#### 4.1 SWITCHING THE UNIT ON

1. Switch the Fx 70 on via the POWER switch (10).

POWER

2. The unit is now in switched on status. The last program (1-3) stored via STORE appears, the last MIDI channel or MIDI OFF stored via STORE is selected, parameter ROTOR BALANCE is selected, Display (5) briefly indicates the software version number (e.g. 2.0) and is then dark, Effect is switched ON and the rotors are at a standstill (STOP).





3. The Fx 70 is subsequently ready for operation.

#### 4.2 SETTING LEVELS

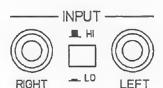
- 1. First adjust the setting of the INPUT selector switch according to the equipment connected.
- 2. Whilst you are setting the level with the INPUT control (1), constantly check the maximum indication on the LEVEL DISPLAY (3). The optimum value is 0 dB. If the level range should be inadequate, press the INPUT selector switch (at the rear) to HI/LO position. The CLIP LED indicates internal overloading and should not be lit up on any account.





LO: This range is selected for low levels such as guitar or bass guitar.

HI: This range is selected for medium to high levels such as AUX OUTPUT, audio equipment with line level.



#### 5. OPERATION

#### 5.1 EFFECT ON/OFF FUNCTION:

This key switches between the original signal and the effect signal. The level setting (Input/Output control) works for both functions.

A foot switch and MIDI can also be used for switching over between the two signals.

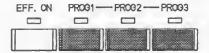


#### 5.2 PROGRAM SELECTION

Pressing one of the three program keys briefly loads the respective cabinet simulation. The according LED lights up.

Pressing one of the three program keys long (3 sec.) loads the factory preset to that particular program place and calls it up. The LED fades briefly to serve as a visual signal!! A program stored on that program place is thus deleted.

Further factory presets can also be loaded (see MIDI and OPTION).



#### Note:

The factory presets vary in as many as 40 parameters.

#### **5.3 EDITING PARAMETERS:**

If one of the parameter keys is pressed, its value is indicated on the two-digit display. The corresponding Status LED lights up. The rotary encoder (9) can be used to alter the setting and takes immediate acoustic effect. The number range depends on the parameter selected.



#### Note:

The rotary encoder is a fine detent knob with an integrated key. It can be turned infinitely to left or right. It works as an electronic counter which counts one step further every time it is turned one increment. Keeping the key pressed down whilst turning means that 10 steps are counted per increment.



#### **5.4 STORING PROGRAMS**

Pressing the STORE key causes the Store Status LED to flash on and off. Pressing one of the 3 program keys stores the current setting in question under this program number. The LED's on the front panel fade briefly to serve as a visual signal of this phenomenon.

A program can only be stored within 5 seconds of the STORE key (LED's flash on and off) so as to prevent unintentional programming.

Pressing the STORE key longer (3 seconds) restores the factory presets in all three program places. The LED's on the front panel fade briefly to provide a visual signal. The MIDI-channel respectively mode will be switched to OMNI-mode(ON).

This deletes a program stored under one of these program places.

#### Note:

Any changes to parameters (front panel, MIDI, OPTION) are also stored.

The POWER ON status is re-defined by the STORE function. See chapter 4.1.

Further factory presets can be accessed via MIDI and OPTION.

#### 5.5 DESCRIPTION OF THE PARAMETERS

When one of the parameter keys is pressed, its Status LED lights up briefly and the parameter can now be changed via the rotary encoder (9). The respective value can be checked by consulting the display (5). Parameters can also be set via MIDI.

#### DISTOR:

The Fx 70 has an integrated distorter which creates tube-like distortion sounds.

The value 0 switches the distorter off, higher values increase the distortion factor.

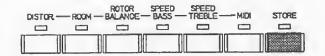
#### ROOM:

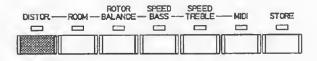
This parameter is used to set a room simulation. The value 0 switches the room effect off. Higher values correspond to larger rooms.

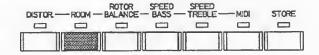
The simulation is not effected by reverbing the signal but the room acoustics are reproduced depending on the position of the cabinet rotors. The cabinet stands with the back wall near to a room limitation (wall). The listener is at the front of the cabinet. This permits a natural sounding simulation of the acoustics of rotor cabinets in various rooms.

#### Note:

Many parameters which also contribute to the characteristics of rooms can be changed via MIDI (Sysex) or OPTION. Examples include the frequency response or the distance between the listener and the cabinet.

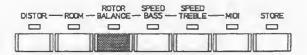






#### ROTOR BALANCE

This control determines the acoustic balance between the treble and bass sections. The value 0 supplies the same output level for both rotors. Negative values (-) emphasize the bass rotor; positive values (+) emphasize the treble rotor. This parameter is sometimes called Volume Bass or Volume Treble on some cabinets.

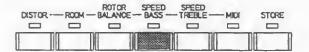


#### Note:

The X-over frequency of both rotors can be altered via MIDI (Sysex) or OPTION.

#### SPEED-BASS

This serves to alter the rotation speed of the bass rotor. This setting affects the FAST and SLOW speeds, thus maintaining a constant ratio between the two.



#### Note:

The ratio between FAST and SLOW can also be altered via MIDI (Sysex) and OPTION.

#### SPEED-TREBLE

This serves to alter the rotation speed of the treble rotor. This setting affects the FAST and SLOW speeds, thus maintaining a constant ratio between the two.



#### Note:

The ratio between FAST and SLOW can also be altered via MIDI (Sysex) and OPTION.

#### 6. OPTION

In the OPTION MODE it is possible to alter many additional parameters and settings. These corrections can be stored into one of the three programms.

Examples include: sound impression via multi-band equalizer, additional factory presets, ratio between the rotation speeds FAST and SLOW, rotation reversal, modulation depth for amplitude and frequency, room size...

These possibilities are described in this chapter. MIDI users (Sysex) can control them from their computers (see MIDI Chapter 7). A table illustrating this topic is included at the end of the chapter.

#### 6.1 ACTIVATING THE OPTION MODE

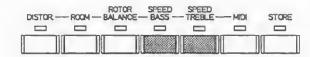
This is called up by pressing both the SPEED BASS and the SPPED TREBLE keys for three seconds. The Status LED of the SPEED BASS key begins to flash on and off and a figure (control number) appears on the display (5).

# DISTOR — ROOM — BALANCE — BASS — TREBLE — MIDI STORE

#### 6.2 OPERATION OF OPTION MODE

Pressing the key SPEED BASS (Status LED flashes on and off) means that a parameter or a function can be selected via the rotary encoder (9). The corresponding number is shown on the display (5).

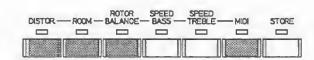
Pressing the key SPEED TREBLE (Status LED flashes on and off) means that the value (control setting) of the parameter selected is shown on the display (5). This setting can be altered via the rotary encoder (9). The control range depends on the parameter selected.



#### 6.3 CONCLUDING OPTION MODE AND STORING

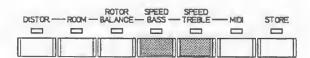
Pressing either keys "DISTORTION", "ROOM", "ROTOR BALANCE" or "MIDI" switches the OPTION MODE off.

The edited settings are stored by pressing the STORE key. The STORE status LED and the three program LED's begin to flash on and off and pressing one of the program keys stores the current setting in question. This is how the OPTION mode is concluded. The program key must be selected within 5 seconds as the storage mode is interrupted otherwise. (flashing ceases).



# 6.4 FUNCTION 00 = ADDITIONAL FACTORY PRESETS

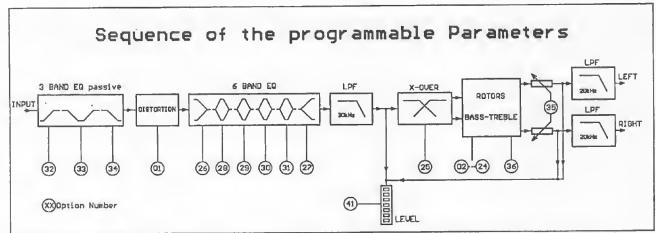
Press the key "SPEED BASS", set 00 with the rotary encoder, press the key "SPEED TREBLE" and select a preset via the rotary encoder (see current preset list). The preset which is selected can be listened to immediately, can be altered (see OPERATION OF OPTION MODE) and stored on one of the three program places, (see CONCLUDING OPTION MODE AND STORING).



#### 6.5 OPTION-Parameter 01 - 42

#### NOTE:

Most of the following parameters exist independently for the bass rotor and treble rotor. To ease the adjustment it is best to turn the "BALANCE" control to +9 or -9 respectively.



This is so as to recognize the effects of editing these parameters (e.g. level display, non-linear functions...)

#### GENERAL PARAMETER

The general parameters (1-5) influence the basic sound characteristic of the unit and therefore can be accessed in normal operating mode just pushing the respective front panel buttons.

#### PARAMETER 01 = DISTORTION

This tube-like distorter precedes the rotors and can reach values ranging between 0 and 15. (15 = high distortion factor). See also DESCRIPTION PARAMETER page 5-2.

#### PARAM. 02 = ROOM

Possible values range between 0 (no reflections) and 15 (large room). See DESCRIPTION PARAMETER, page 5-2.

#### PARAM. 03 = ROTOR BALANCE

Possible values range between -9 (high bass content) to +9 (high treble content). See DESCRIPTION PARAMETER page 5-3.

#### PARAM. 04 = SPEED BASS PARAM. 05 = SPEED TREBLE

Possible values range between 0 (rotor at standstill) to 99 (high rotation speed).

See DESCRIPTION PARAMETER, page 5-3.

#### MECHANICAL PARAMETER

The mechanical parameters control the simulation of the mechanical characteristics of the cabinet.

#### PARAM. 06 = SLOW-FAST RATIO BASS ROTOR PARAM. 07 = SLOW-FAST RATIO TREBLE ROTOR

This parameter determines the speed ratio between Slow and Fast (Keys 8). The FAST speed remains constant, whilst the value of this parameter can be altered from 0 (SLOW Speed at standstill) to 99 (SLOW SPEED almost FAST).

#### PARAM. 08 = SPEED-UP BASS-ROTOR PARAM. 09 = SPEED-UP TREBLE ROTOR

This parameter determines the acceleration of the rotation speed when switching from STOP to SLOW or FAST. The value is specified in terms of a time and can be changed from 0 (quick start-up) to 99 (slow start-up).

#### PARAM. 10 = SPEED-REDUCE BASS-ROTOR PARAM. 11 = SPEED-REDUCE TREBLE ROTOR

This parameter determines the braking properties of the rotor when switching from FAST to SLOW or STOP.

The value is specified in terms of a time and can be changed from 0 (quick braking) to 99 (slow braking).

#### PARAM. 12 = ROTATE DIRECTION BASS-ROTOR PARAM.13 = ROTATE-DIRECTION TREBLE-ROTOR

This parameter switches the direction from clockwise (right = c) to anti-clockwise (left = ac).

#### **COLOURED CABINET**

The sound characteristics of different cabinet simulations can be adjusted using parameters 14 - 24.

#### PARAM. 14 = FAST-VIBRATO BASS PARAM. 15 = FAST-VIBRATO TREBLE

This parameter determines the intensity of the alteration in sound pitch in the "FAST" position. For correct adjustment of this parameter set the unit to "FAST". "FAST" should be adjusted before "SLOW" because both are interdependent. Possible values range between 0 and 15 (see also Options 16, 17),

#### PARAM. 16 = SLOW-VIBRATO BASS PARAM. 17 = SLOW-VIBRATO TREBLE

This parameter determines the intensity of the alteration in sound pitch in the "SLOW" position. For correct adjustment of this parameter set the unit to "SLOW". "FAST" should have been adjusted before "SLOW" because both are interdependent. Possible values range between 0 and 15 (see also Options 14, 15),

#### PARAM. 18 = LIVENESS-BASS PARAM. 19 = LIVENESS-TREBLE

This parameter determines the intensity (notch depth) of the modulated comb filters to simulate differently acoustic treated traditional rotating speaker cabinets. Possible values range beetwen +7 and -7 (inverted summation).

#### PARAM. 20 = CONTOUR-BASS PARAM. 21 = CONTOUR-TREBLE

This parameter modifies the number of the modulated comb filter notches to simulate cabinets with different dimensions. Avalue of 7 is used for cabinets with quadratic dimensions.

#### PARAM. 22 = PANORAMA- BASS PARAM. 23 = PANORAMA-TREBLE

This parameter determines the intensity of the left/right modulation, thus changing the stereophone sound image acoustically. Possible settings range between 0 and 7 (= extreme stereo).

#### PARAM. 24 = ROOM SIZE

This parameter is used to simulate a room "around" the cabinet. The value range is 0 to 7 simulating small to large rooms.

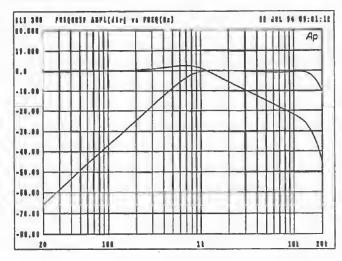
#### FREQUENCY RESPONSE

The loudspeakers and high frequency horn drivers used in those days, coupled with the properties and designs of the housings (slits, fabric ...) and high frequency horns gave the organ sound different sound colourations. A variety of cabinets were used to ascertain dominant frequency bands which were then realized as programmable EQ.

#### PARAM. 25 = CROSSOVER FREQUENCY

This parameter determines the sound crossover frequency between bass and treble rotor. The value can be altered from between 0 (see diagram) and 3 (fx = 2 kHz).

Control No. 25 = 0

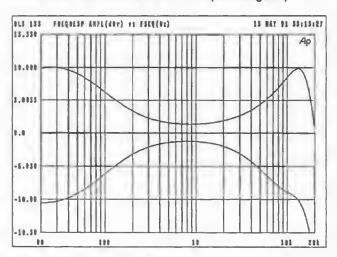


Curve 1 =Bassrotor

Curve 2= Treblerotor

#### PARAM. 26 = ACTIVE BASS PARAM. 27 = ACTIVE TREBLE

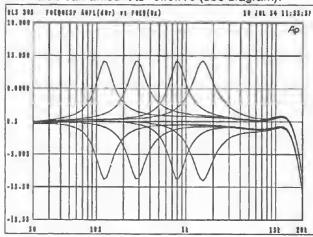
The value can amount to -5..0..+5 (see diagram).



All controls 26-34 to 0 apart from: Curve 1 Bass (No. 26) and Treble (No. 27) = +5 Curve 2 Bass (No. 26) and Treble (No. 27) = -5

PARAM. 28 = EQUALIZER BAND 125 Hz PARAM. 29 = EQUALIZER BAND 300 Hz PARAM. 30 = EQUALIZER BAND 800 Hz PARAM. 31 = EQUALIZER BAND 1500 Hz

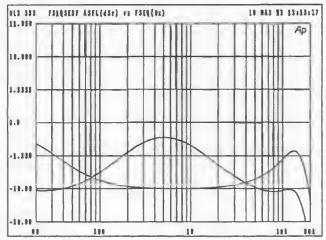
The value can amount to -5..0..+5 (see diagram).



All controls 26-34 to 0 apart from: controls 28, 29, 30 and 31 each to +5 (boost) and -5 (cut).

#### PARAM. 32 = PASSIVE BASS PARAM. 33 = PASSIVE MID PARAM 34 = PASSIVE TREBLE

The value can amount to -5..0 (see diagram).



All controls 26-34 to 0 apart from: Curve 1 Bass (No. 32) and Treble (No. 34) = -5 Curve 2 Mid (No. 33) = -5

#### **OUT CONTROL**

These parameters are used to adjust the output level of the effect signal, control some of the mechanical parameters and miscellanious items.

#### PARAM. 35 = OUTPUT LEVEL

Volume variations between the individual programs can be balanced. The total output level for the left and right channel is changed between -- (= Off) to -7 and +7).

#### PARAM. 36 = STOP DIRECTION

This parameter determines the direction of the rotors in the "STOP" position. The random stop position is maintained with the value 0 (as with most cabinets). The value 1 corrects the stop position to the front side (like CLS 222). Random stop positions can lead to a sound differing after every stop, e.g. too strong reflections (indirect sound) if the rotors come to a halt at the rear side of the cabinet and ROOM is switched on.

#### PARAM. 37 = POSITION-CONTROL BASS PARAM. 38 = POSITION-CONTROL TREBLE

These two parameters allow a visual check of the position of the rotors in the display (5). The bass rotor is indicated in the tens digit, the treble rotor in the units digit. If the rotors are switched to "STOP", the position can be altered manually via the rotary encoder (9). If "STOP DIRECTION" is switched to 0 (parameter 36), the edited position is maintained.

#### PARAMETER 39 = SPEEDO-CONTROL-BASS PARAMETER 40 = SPEEDO-CONTROL-TREBLE

These two parameters allow a visual check of the speed of the rotors in the display (5). Values displayed can range between 0 (standstill) to 99.

#### PARAM. 41 = LEVEL-PEAKHOLD-TIME

This parameter sets the hold time of the Peak LED in the input level meter (3). Settings are possible between 0 and 42 (1 step = 0.1 sec.). "STORE" saves this hold time (global parameter).

#### PARAM. 42 = RECEIVE - REMOTE - SYSEX

This switch activates the remote control feature via MIDI SYSEX data (=1). The value 0 blocks the reception of remote control data.

	LIST O	FOPTIONS
GENERAL	FUNCTION 00 = AI PARAMETER 01 = DI PARAMETER 02 = RI PARAMETER 03 = RI PARAMETER 04 = SI PARAMETER 05 = SI	OOM . DTOR-BALANCE PEED-BASS
MECHANICAL	PARAMETER 07 = SI PARAMETER 08 = SI PARAMETER 09 = SI PARAMETER 10 = SI PARAMETER 11 = SI PARAMETER 12 = RO	
COLOURED CABINET	PARAMETER 16 = SI	AST-VIBRATO-TREBLE LOW-VIBRATO-BASS LOW-VIBRATO-TREBLE VENESS-BASS VENESS-TREBLE DNTOUR BASS DNTOUR TREBLE ANORAMA BASS ANORAMA TREBLE
FREQUENCY RESPONSE	PARAMETER 26 = AC PARAMETER 27 = AC PARAMETER 28 = AC PARAMETER 29 = AC PARAMETER 30 = AC	ASSIVE-EQ MID
OUT- CONTROL	PARAMETER 38 = PO PARAMETER 39 = SF PARAMETER 40 = SF PARAMETER 41 = PE	OP-DIRECTION DSITION-CONTROL-BASS DSITION-CONTROL-TREBLE PEED-CONTROL-BASS PEED-CONTROL-TREBLE
LI	ST OF FACTORY P	RESETS (FUNCTION 00)
PRESET 01 = PRESET 02 = PRESET 03 = PRESET 04 = PRESET 05 = PRESET 06 = PRESET 07 =	"Classic Rotor" "Ambience Cabinet" "Rock Organ"	PRESET 9 = "Honky Tonk Piano" PRESET 10 = "Jazz Organ" PRESET 11 = "Sweet Guitar" PRESET 12 = "Walking Bass" PRESET 13 = "Happy Music"

#### 7. MIDI

MIDI connection is possible via the MIDI sockets IN/OUT/THRU (15). The MIDI functions within the Fx 70 allow the appliance to be controlled externally. The diverse and flexible possibilities mean that all functions can be controlled from a MIDI-compatible unit (e.g. computer, sequencer, keyboard...). E.g.

- Switching over programms
- Changing certain parameters
- Switching the effect signal on or off
- Switching over the rotor speed
- All control elements (remote control of the Fx 70)

and many, many more .....

Should you still not have had any experience with MIDI we recommend that you first gather information on MIDI standards and interfaces (e.g. MIDI books, computer and music journals etc.) There is also a brief explanation in the annex, chapter 9).

#### 7.1 BASIC SETTINGS

Pressing the MIDI key briefly puts the MIDI channel or mode on the display (5). Alterations can be made via the rotary control (9) and take effect immediately.

The following settings are possible: "--" no MIDI evaluation (MIDI OFF)

"on" MIDI reception in Omni Mode (all channels are received)

"01" - "16" reception on MIDI channel 1 - 16

The selected MIDI channel setting can be saved in the memory via the button "STORE" (see 5.4). If no other parameter is to be altered, perform the following sequence.

Push a program key (e.g. 1), the STORE key and then the same program key again.

This will store the program (e.g. 1), into the same memory place and the new MIDI channel setting is saved a global MIDI allocation (see 4.1, 5.4).

If the STORE key is pressed for approx. 3 sec., the MIDI channel is set to OMNI mode (see 5.4).

#### 7.2 MIDI INPUT CONTROL

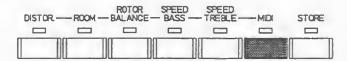
If there are data on the MIDI INPUT (15) which comply with MIDI channel or mode selected in the Fx 70, the decimal point of the display (5) lights up briefly.

#### 7.3 REMOTE CONTROL VIA MIDI

All Fx 70 parameters and keys can be remote controlled in real time via the MIDI INPUT (15). This necessitates a MIDI-compatible device as a MIDI transmitter.

To control the Fx 70 via a MIDI Controller, this allocation takes place in LEARN MODE.

All MIDI CONTROLLERS or MIDI functions (note on/off...) can be used to control the Fx 70.





#### 7.4 MIDI LEARN MODE

You can switch to the LEARN MODE of the Fx 70 by pressing the required function key together with the MIDI key.

Readiness to learn is Indicated via common flashing of the MIDI LED and the LED of the key to be "learnt".

Possible key functions include EFF.ON, PROG1, PROG2, PROG3, STOP, SLOW or FAST.

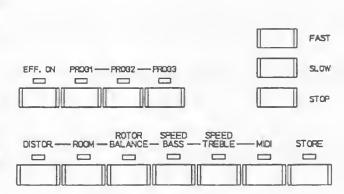
Possible control functions include DISTOR., ROOM, ROTOR-BALANCE, SPEED-BASS, SPEED-TREBLE.

If a MIDI event is received and accepted on the MIDI input, (the decimal point lights up as described under 7.2), flashing ceases and the key which has been learnt is then carried out for the first time.

The function which has been learnt applies to all 3 programms (global allocation) and is saved, i.e. is maintained even after the Fx 70 has been switched off and is available again once the Fx 70 has been switched on.

Several ("all") switches and parameters of the Fx 70 can be learnt in this way. Allocations of various control functions to the same MIDI controller are also possible.

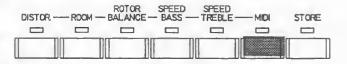
The learn mode can be cancelled by pressing any key.



#### 7.5 DELETING MIDI ALLOCATIONS

Pressing the MIDI key for 3 seconds deletes "all" MIDI allocations learnt. Delation is indicated by the Status LED's fading briefly.

A single MIDI Event which has been learnt can be deleted by pressing the MIDI and the respective function key together for 3 seconds. The MIDI LED and the status LED to be deleted flash on and off together for the duration of the 3 seconds. The event is subsequently deleted, this being indicated when the flashing ceases.



#### 7.6 MIDI-LEARN EXAMPLE

A description of how to control the rotor speed serves as an example to show the possibilities to control the Fx 70 via MIDI.

There are 3 different solutions depending on the type of MIDI transmitter (keyboard) in question.

- 1 Your MIDI keyboard has three free switches (MIDI switch) which can be used to control the Fx 70 functions "STOP", "SLOW" and "FAST". The three keys are learnt successively in MIDI LEARN MODE.
- Your MIDI keyboard has a free controller (e.g Modulation Wheel) which should be used to control the Fx 70 functions "STOP", "SLOW" and "FAST". The controller on the keyboard is turned down as far as possible and then the Fx 70 is switched to the MIDI LEARN MODE for "STOP". Moving the controller briefly is enough to learn the "STOP" key. The controller is moved into a central position, the Fx 70 is put into MIDI LEARN MODE for the "SLOW" key and the controller is moved briefly. The modulation wheel is moved up as far as possible, the Fx 70 is put into MIDI LEARN MODE for "FAST" and the wheel is moved briefly.

The controller modulation wheel can now be used to switch over the Fx 70 functions "STOP", "SLOW" and "FAST". The controller range can be divided up as follows: lower third "STOP", middle third "SLOW", upper third

"FAST".

The ranges (MIDI RANGE) can be selected as required and are learnt in LEARN MODE by the current position of the controller.

Your MIDI keyboard has a free controller (e.g. modulation wheel) which should be used to control the Fx 70 function "SPEED BASS", "SPEED TREBLE". The Fx 70 is switched to MIDI LEARN MODE for "SPEED BASS". (MIDI and SPEED BASS LED's flash on and off). The controller is moved briefly (flashing goes off) and has thus been learnt. The same procedure is followed for "SPEED TREBLE". The "FAST" key on the Fx 70 is pressed, thus enabling the user to adjust the speed of the two rotors with the modulation wheel. The range (MIDI RANGE) is steplessly adjustable between standstill and maximum speed.

#### Note:

All these functions are stored automatically as global MIDI allocations (without STORE key). That means that they are applicable for all three programms and are also maintained after the Fx 70 has been switched off.

#### MIDI ARRANGEMENTS

The Fx 70 reacts to so-called MIDI Events.

Reception of a MIDI Event corresponds to a key being pressed on the Fx 70 (see key functions (7.4), provided that this has been learnt before. All functions possible via MIDI and CONTROLLER serve as MIDI Events.

Once a Fx 70 parameter has been learnt (see control functions (7.4)), this entire control range (100%) is allocated to the entire valuation range (100%) of the MIDI CONTROLLER.

#### 7.7 MIDI System Exclusive Implementation

This chapter contains information to enable programmers to write software for the Fx 70. It contains definitions of all commands necessary to transmit or receive data via the MIDI interface.

Data transfer is only possible by MIDI when a MIDI channel has been set (OMNI, 1 - 16). With a MIDI reception channel - - there is no communication via the MIDI interface (see Chapter 7.1).

MIDI system exclusive Electro Voice Fx 70 MIDI SYSEX Fx 70 Version 2.0.

# SYSEX-FUNCTION "IDENTITY REQUEST": (recognized)

240	message "system-exclusive"
126	sysex-id "universal non-realtime"
×	MIDI-channel (00h0Fh for channel 116, 7Fh for all channels)
6	id "general information"
1	function-code "identity request"
247	message "end of system-exclusive"
	126 x 6 1

This command instructs the Fx 70 to report with its identity code.

#### SYSEX-FUNCTION "IDENTITY REPLY": (transmitted)

F0h	240	message "system-exclusive"
7Eh	126	sysex-id "universal non-realtime"
xxh ·	×	MIDI-channel (00h0Fh for channel 116, 7Fh for all channels)
06h	6	id "general information"
02h	2	function-code "identity reply"
30h	48	manufacturer-id no.48
1Eh 00h	300	device-family-code "Fx 70" no.30
00h 00h	0 0	device-family-member
yyh yyh	yy	4 Byte revision-code in ascii (i.e. "1.0 ")
F7h	247	message "end of system-exclusive"

The Fx 70 transmits this identity code in answer to an identity request.

#### SYSEX-FUNCTION "REQUEST CURRENT PARAMETERS": (recognized)

F0h	240	message "system-exclusive"
30h	48	sysex-id
xxh	X	MIDI-channel (00h0Fh for channel 116, 7Fh for all channels)
1Eh	30	device-id "Fx 70"
10h	16	function-code "request current parameters"
yyh	У	number of first parameter requested
zzh	Z	number of last parameter requested
F7h	247	message "end of system-exclusive"

This command instructs the Fx 70 to transfer one or more parameters to the program setting which can currently be heard. In answer the Fx 70 transmits a SYSEX record in format "Parameter Adjust". See also the following list of "Parameter Adjust Numbers".

#### SYSEX-FUNCTION "PARAMETER ADJUST": (transmitted and recognized)

F0h	240	message "system-exclusive"
30h	48	sysex-id
xxh	X	MIDI-channel (00h0Fh for channel 116, 7Fh for all channels)
1Eh	30	device-id "Fx 70"
30h	48	function-code "parameter adjust"
yyh	у	number of first parameter to adjust
vvh	v.	value of first parameter to adjust
[ vvh vvh ]	[ vv ]	value(s) of next following parameter(s) to adjust
F7h	247	message "end of system-exclusive"

This command is used to edit one or more parameters in the current setting. Each parameter is represented by one MIDI data byte. These edits are active immediately. User programs are not altered!

See the following list of "Parameter Adjust numbers".

[...] optional

#### SYSEX-FUNCTION "REQUEST CURRENT PROGRAM DUMP": (recognized)

F0h	240	message "system-exclusive"
30h	48	sysex-id
xxh	X	MIDI-channel (00h0Fh for channel 116, 7Fh for all channels)
1Eh	30	device-id "Fx 70"
11h	17	function-code "request dump current program"
F7h	247	message "end of system-exclusive"

This command instructs the Fx 70 to transmit the current program setting as a complete data record. In answer the Fx 70 transmits a Sysex record in the format "Current Program Dump".

See also the following list "Program Structure".

#### SYSEX-FUNCTION "CURRENT PROGRAM DUMP": (transmitted and recognized)

F0h	240	message "system-exclusive"
30h	48	sysex-id
xxh	X	MIDI-channel (00h0Fh for channel 116, 7Fh for all channels)
1Eh	30	device-id "Fx 70"
31h	49	function-code "dump current program"
yyh yyh	yy	32 bytes midi8/7-code (program-structure)
ssh	S	checksum of midi8/7-code
F7h	247	message "end of system-exclusive"

The data record supplied with this command is adopted completely as the current program. User programs are not altered!

See also the following list "Program Structure".

#### SYSEX-FUNCTION "REQUEST SINGLE PROGRAM DUMP": (recognized)

F0h	240	message "system-exclusive"
30h	48	sysex-id
xxh	X	MIDI-channel (00h0Fh for channel 116, 7Fh for all channels)
1Eh	30	device-id "Fx 70"
14h	20	function-code "request dump single program"
yyh	У	source-number of requested program (13)
zzh	Z	destination-number of requested program (13)
F7h	247	message "end of system-exclusive"

This command instructs the Fx 70 to transfer a single user program setting as a complete data record. In answer the Fx 70 transmits a Sysex record in the format "Single Program Dump".

See also the following list "Program Structure".

#### SYSEX-FUNCTION "SINGLE PROGRAM DUMP": (transmitted and recognized)

F0h	240	message "system-exclusive"
30h	48	sysex-id
xxh	X	MIDI-channel (00h0Fh for channel 116, 7Fh for all channels)
1Eh	30	device-id "Fx 70"
34h	52	function-code "dump single program"
zzh	Z	destination-number of program (13)
yyh yyh	yy	32 bytes midi8/7-code
ssh	S	checksum of midi8/7-code
F7h	247	message "end of system-exclusive"

The data record supplied with this command is adopted entirely as a single user program. The current program is not altered!

See also the following list "Program Structure".

#### SYSEX-FUNCTION "REQUEST ALL PROGRAMS DUMP": (recognized)

F0h	240	message "system-exclusive"
30h	48	sysex-ld
xxh	X	MIDI-channel (00h0Fh for channel 116, 7Fh for all channels)
1Eh	30	device-id "Fx 70"
12h	18	function-code "request dump all programs"
F7h	247	message "end of system-exclusive"

This command instructs the Fx 70 to transfer all three user program settings as a complete data record. In answer the Fx 70 transmits a Sysex record in the format "All Programs Dump".

See also the following list "Program Structure".

#### SYSEX-FUNCTION "ALL PROGRAMS DUMP": (transmitted and recognized)

F0h	240	message "system-exclusive"
30h	48	sysex-id
xxh	X	MIDI-channel (00h0Fh for channel 116, 7Fh for all channels)
1Eh .	30	device-id "Fx 70"
32h	50	function-code "dump all programs"
yyh yyh	yy	96 bytes midi8/7-code
ssh	S	checksum of midi8/7-code
F7h	247	message "end of system-exclusive"

The data record supplied with this command is adopted entirely in all three user programs. The current program is not altered!

See also the following list "Program Structure".

#### SYSEX-FUNCTION "REQUEST POWER-UP DATA DUMP": (recognized)

F0h	240	message "system-exclusive"
30h	48	sysex-id
xxh	X	MIDI-channel (00h0Fh for channel 116, 7Fh for all channels)
1Eh	30	device-id "Fx 70"
13h	19	function-code "request dump power-up data"
F7h	247	message "end of system-exclusive"

This command instructs the Fx 70 to transfer the switch-on status (MIDI Channel, Option parameter humber, program number). In answer the Fx 70 transmits a Sysex record in the format "Power-up Data Dump".

#### SYSEX-FUNCTION "POWER-UP DATA DUMP": (transmitted and recognized)

F0h	240	message "system-exclusive"
30h	48	sysex-id
xxh	X	MIDI-channel (00h0Fh for channel 116, 7Fh for all channels)
1Eh	30	device-id "Fx 70"
33h	51	function-code "dump power-up data"
yyh yyh	yy	7 bytes midi8/7-code
ssh	S	checksum of midi8/7-code
F7h	247	message "end of system-exclusive"

The data record supplied with this command is adopted as future Power-up status.

#### SYSEX-FUNCTION "REQUEST MIDI-EVENT LIST DUMP": (recognized)

F0h	240	message "system-exclusive"
30h	48	sysex-id
xxh	X	MIDI-channel (00h0Fh for channel 116, 7Fh for all channels)
1Eh	. 30	device-id "Fx 70"
16h	22	function-code "request dump MIDI-eventlist"
F7h	247	message "end of system-exclusive"

This command instructs the Fx 70 to transfer the learnt MIDI event list. In answer the Fx 70 transmits a Sysex record in the format "MIDI Event List Dump".

See also the following "Event List".

#### SYSEX-FUNCTION "MIDI-EVENT LIST DUMP": (transmitted and recognized)

F0h	240	message "system-exclusive"
30h	48	sysex-id
xxh	X	MIDI-channel (00h0Fh for channel 116, 7Fh for all channels)
1Eh	30	device-id "Fx 70"
36h	54	function-code "dump MIDI-eventlist"
yyh yyh	yy	28 bytes midi8/7-code
ssh	S	checksum of midi8/7-code
F7h	247	message "end of system-exclusive"

The data record supplied with this command is adopted as a MIDI Event list. This new Event list takes effect immediately and previous MIDI Event data are overwritten.

See also the following "Event List".

#### SYSEX-FUNCTION "REQUEST STORE": (recognized)

F0h	240	message "system-exclusive"
30h	48	sysex-id
xxh	×	MIDI-channel (00h0Fh for channel 116, 7Fh for all channels)
1Eh	30	device-id "Fx 70"
15h	21	function-code "request store"
yyh	У	destination-number of program (13)
F7h	247	message "end of system-exclusive"

This command instructs the Fx 70 to save the current audible program as a user program. Once the program has been saved the Fx 70 transmits a Sysex re∞rd in the format "Requested Store Processed".

#### SYSEX-FUNCTION "REQUESTED STORE PROCESSED": (transmitted)

F0h	240	message "system-exclusive"
30h	48	sysex-id
xxh	×	MIDI-channel (00h0Fh for channel 116, 7Fh for all channels)
1Eh	30	device-id "Fx 70"
35h	53	function-code "requested store processed"
F7h	247	message "end of system-exclusive"

Is transferred once the saving procedure has been carried out successfully via "Request Store".

#### SYSEX-FUNCTION "CALL PROGRAMM": (recognized)

FUN	240	message "system-exclusive"
30h	48	sysex-id
xxh	X	MIDI-channel (00h0Fh for channel 116, 7Fh for all channels)
1Eh	30	device-id "Fx 70"
17h	23	function-code "call program"
yyh	У	number of program to call (13 for user, 4n for factory)
F7h	247	message "end of system-exclusive"

This command instructs the Fx 70 to load a user or factory program as current audible program.

#### SYSEX-FUNCTION "REMOTE KEYPRESS": (transmitted and recognized)

F0h	240	message "system-exclusive"
30h	48	sysex-id
xxh	X	MIDI-channel (00h0Fh for channel 116, 7Fh for all channels)
1Eh	0	device-id "Fx 70"
77h	119	function-code "remote keypress"
yyh	У	number of first key to press (see list below)
[ yyh yyh ]	- [yy]	value(s) of next following key(s) to press
F7h	247	message "end of system-exclusive"

This command is used for remote control of operation elements (keyboard, encoder).

[...] optional

#### SYSEX-FUNCTION "REMOTE ENCODER": (transmitted and recognized)

F0h	240	message "system-exclusive"
30h	48	sysex-id
xxh	X	MIDI-channel (00h0Fh for channel 116, 7Fh for all channels)
1Eh	30	device-id "Fx 70"
78h	120	function-code "remote encoder"
yyh	У	value of first encoder-turn (7bit two's-complement)
[ yyh yyh ]	[ yy ]	value(s) of next following encoder-turn(s)
F7h	247	message "end of system-exclusive"

This command is used for remote control of the encoder [...] optional

#### SYSEX-FUNCTION "REQUEST COMPLETE EEPROM DUMP": (recognized)

F0h	240	message "system-exclusive"
30h	48	sysex-id
xxh	X	MIDI-channel (00h0Fh for channel 116, 7Fh for all channels)
1Eh	30	device-id "Fx 70"
7Ah	122	function-code "request dump complete eeprom"
F7h	247	message "end of system-exclusive"

This command instructs the Fx 70 to dump the complete memory content. In answer the Fx 70 transmits a Sysex record in the format "Complete Eeprom Dump".

#### SYSEX-FUNCTION "COMPLETE EEPROM DUMP": (transmitted and recognized)

F0h	240	message "system-exclusive"
30h	48	sysex-id
xxh	X	MIDI-channel (00h0Fh for channel 116, 7Fh for all channels)
1Eh	30	device-id "Fx 70"
79h	121	function-code "dump complete eeprom"
yyh yyh	yy	147 bytes midi8/7-code
ssh	S	checksum of midi8/7-code
F7h	247	message "end of system-exclusive"

The data record supplied with this command is adopted as memory content. User programs, MIDI event list und Power-on status are thus overwritten. The current audible program is not altered!

### **PARAMETER-ADJUST-NUMBERS**

Parameter	Display option-mode
no. no. name MIDI-range	no. range
hex dec hex dec	
00h 0 distortion 00h0Fh 015	01 015
01h 1 room 00h7Fh 0127	02 015
02h 2 rotor-balance 40h00h3Fh -640+63	03 -909
03h 3 speed bass 00h7Fh 0127	04 099
04h 4 speed treble 00h7Fh 0127	05 099
05h 5 slow/fast-ratio bass 00h7Fh 0127	06 099
06h 6 slow/fast-ratio treble 00h7Fh 0127	07 099
07h 7 speed-up bass 00h7Fh 0127	08 099
08h 8 speed-up treble 00h7Fh 0127	09 099
09h 9 speed-reduce bass 00h7Fh 0127	10 099
0Ah 10 speed-reduce treble 00h7Fh 0127	11 099
0Bh 11 rotate-direction bass 00h01h 01	12 c/ac
0Ch 12 rotate-direction treble 00h01h 01	13 c/ac
0Dh 13 fast-vibrato bass 00h0Fh 015	14 015
0Eh 14 fast-vibrato treble 00h0Fh 015	15 015
0Fh 15 slow-vibrato bass 00h0Fh 015	16 015
10h 16 slow-vibrato treble 00h0Fh 015	17 015
11h 17 liveness bass 79h00h07h -70+7	18 -707
12h 18 liveness treble 79h00h07h -70+7	19 -707
13h 19 contour bass 00h63h 099	20 099
14h 20 contour treble 00h63h 099	21 099
15h 21 panorama bass 00h07h 07	22 07
16h 22 panorama treble 00h07h 07	23 07
17h 23 room-size 00h0Fh 015	24 07
18h 24 crossover-frequency 00h03h 03	25 03
19h 25 active-eq bass 40Hz 7Bh00h05h -50+5	26 -505
1Ah 26 active-eq treble 12kHz 7Bh00h05h -50+5	27 -505
1Bh 27 active-eq band 125Hz 7Bh00h05h -50+5	28 -505
1Ch 28 active-eq band 300Hz 7Bh00h05h -50+5	29 -505
1Dh 29 active-eq band 800Hz 7Bh00h05h -50+5	30 -505
1Eh 30 active-eq band 1,5kHz 7Bh00h05h -50+5	31 -505
1Fh 31 passive-eq bass 7Bh00h -50	32 -50
20h 32 passive-eq mid 7Bh00h -50	33 -50
21h 33 passive-eq treble 7Bh00h -50	34 -50
22h 34 output-level 78h00h07h -80+7	3507
23h 35 stop-direction 00h01h 01	36 0/1
24h 36 stop/start 00h01h 01	0,1
25h 37 slow/fast 00h01h 01	
26h 38 effect off/on 00h01h 01	

You will find the meanings of the parameters in chapter "Option".

h stands for hexadecimal values

#### **EVENTLIST (MIDI-EVENTLIST-DUMP)**

#### the eventlist consists of 12 words with 16bit each

event 10 spee	ortion or
xx = learned MIDI-event	yy = learned data
00h note-off 01h release 02h note-on 03h velocity 04h poly-pressure 05h poly-pressure	notenumber value notenumber value notenumber value
06h controller 0 07h controller 1 :	value value

7Eh controller 120 value
7Fh program-change value
80h channel-pressure value
81h pitch-wheel value
FFh no event learned 7Fh

z = marks exact-trigger-event or besthit-range-event

# PROGRAM-STRUCTURE (PROGRAM-DUMP)

each program consists of a 28 bytes parameter-set as shown:

byte 0 bit 70 byte 1 bit 74	system-internal (should not be changed) active-eq bass 40Hz
byte 1 bit 74 byte 1 bit 30	system-internal (should not be changed)
byte 2 bit 74	active-eq band 300Hz
byte 2 bit 30	system-internal (should not be changed)
byte 3 bit 74	active-eq band 800Hz
byte 3 bit 30	system-internal (should not be changed)
byte 4 bit 74	active-eq band 125Hz
byte 4 bit 30	passive-eq bass
byte 5 bit 74	active-eq band 1,5kHz
byte 5 bit 30	passive-eq mid
byte 6 bit 74	active-eq treble 12kHz
byte 6 bit 30	passive-eq treble
byte 7 bit 7	stop-direction
byte 7 bit 60	system-internal (should not be changed)
byte 8 bit 70 byte 9 bit 70	speed treble speed bass
byte 9 bit 70 byte 10 bit 70	slow/fast-ratio treble
byte 10 bit 70	slow/fast-ratio bass
byte 12 bit 70	speed-up treble
byte 13 bit 70	speed-up bass
byte 14 bit 70	speed-reduce treble
byte 15 bit 70	speed-reduce bass
byte 16 bit 70	rotor-balance
byte 17 bit 74	crossover-frequency
byte 17 bit 30	output-level
byte 18 bit 74	distortion
byte 18 bit 30	room-size
byte 19 bit 70	room
byte 20 bit 74	slow-vibrato treble
byte 20 bit 30	fast-vibrato treble
byte 21 bit 74	slow-vibrato bass
byte 21 bit 30	fast-vibrato bass contour treble
byte 22 bit 70 byte 23 bit 70	contour bass
byte 23 bit 70 byte 24 bit 74	liveness treble
byte 24 bit 30	liveness bass
byte 25 bit 7	rotate-direction treble
byte 25 bit 64	panorama treble
byte 25 bit 3	rotate-direction bass
byte 25 bit 20	panorama bass
byte 26 bit 70	system-internal (should not be changed)
byte 27 bit 70	system-internal (should not be changed)

### KEYBOARD-NUMBERS (REMOTE-KEYPRESS)

hex         dec           01h         1         effect-on           02h         2         prog1           03h         3         prog2           04h         4         prog3           05h         5         distortion           06h         6         room           07h         7         rotor-balance           08h         8         speed bass           99h         9         speed treble           0Ah         10         midi           0Bh         11         stor           0Ch         12         stop           0Dh         13         slow           0Eh         14         fast           0Fh         15         encoder-key           10h         16         sslow/fast footswitch           11h         17         star/stop footswitch           12h         18         midi + effect-on           12h         18         midi + prog2           15h         21         midi + prog2           15h         21         midi + prog3           16h         22         midi + stow           17h         23         midi +	nr.		key	
02h         2         prog1           03h         3         prog3           05h         5         distortion           06h         6         room           07h         7         rotor-balance           98h         9         speed bass           99h         9         speed treble           0Ah         10         midi           0Bh         11         store           0Ch         12         stop           0Dh         13         slow           0En         14         fast           0Fn         15         encoder-key           10h         16         slow/fast footswitch           11h         17         start/stop footswitch           12h         18         midi + prog1         (= learn event)           12h         18         midi + prog2         (= learn event)           14h         20         midi + prog3         (= learn event)           15h         21         midi + stop         (= learn event)           16h         22         midi + fast         (= learn event)           17h         23         midi + fast         (= learn event)	hex	dec		
03h         3         prog2           04h         4         prog3           05h         5         distortion           06h         6         roor           07h         7         rotor-balance           08h         8         speed bass           09h         9         speed treble           0Ah         10         midi           0Bh         11         store           0Ch         12         stop           0Dh         13         slow           0Eh         14         fast           0Fh         15         encoder-key           10h         16         slow/fast footswitch           11h         17         start/stop footswitch           12h         18         midi + effect-on         (= learn event)           13h         19         midi + prog1         (= learn event)           15h         21         midi + prog2         (= learn event)           15h         21         midi + slow         (= learn event)           16h         22         midi + slow         (= learn event)           16h         24         midi + fast         (= learn event)	01h	1	effect-on	
03h         3         prog2           04h         4         prog3           05h         5         distortion           06h         6         roor           07h         7         rotor-balance           08h         8         speed bass           09h         9         speed treble           0Ah         10         midi           0Bh         11         store           0Ch         12         stop           0Dh         13         slow           0Eh         14         fast           0Fh         15         encoder-key           10h         16         slow/fast footswitch           11h         17         start/stop footswitch           12h         18         midi + effect-on         (= learn event)           13h         19         midi + prog1         (= learn event)           15h         21         midi + prog2         (= learn event)           15h         21         midi + slow         (= learn event)           16h         22         midi + slow         (= learn event)           16h         24         midi + fast         (= learn event)	02h	2	prog1	
04h         4         prog3           05h         5         distortion           06h         6         room           07h         7         rotor-balance           08h         8         speed bass           09h         9         speed treble           0Ah         10         midi           0Bh         11         store           0Ch         12         stop           0Dh         13         slow           0Eh         14         fast           0Fh         15         encoder-key           10h         fest         story           10h         fest         story           10h         fest         story           10h         fest         story           10h         fest         fest           11h         17         start/stop footswitch           11h         17         start/stop footswitch           12h         midi + effect-on         (= learn event)           14h         20         midi + prog2         (= learn event)           15h         21         midi + stop         (= learn event)           16h         22	03h	3		
06h         6         room           07h         7         rotor-balance           08h         8         speed bass           09h         9         speed treble           0Ah         10         midi           0Bh         11         store           0Ch         12         stop           0Dh         13         slow           0Eh         14         fast           0Fh         15         encoder-key           10h         16         slow/fast footswitch           11h         17         start/stop footswitch           12h         18         midi + effect-on           12h         18         midi + prog1           14h         20         midi + prog2           15h         21         midi + prog3           16h         22         midi + stop           17h         23         midi + stow           18h         24         midi + fast           19h         25         midi + slow           18h         24         midi + slow           18h         27         midi + slow           19h         25         midi + slow	04h	4	prog3	
07h         7         rotor-balance           08h         8         speed bass           09h         9         speed treble           0Ah         10         mid           0Bh         11         store           0Ch         12         stop           0Dh         13         slow           0Eh         14         fast           0Fh         15         encoder-key           10h         16         slow/fast footswitch           11h         7         start/stop footswitch           12h         18         midi + effect-on         (= learn event)           13h         19         midi + prog2         (= learn event)           15h         21         midi + prog2         (= learn event)           16h         22         midi + prog3         (= learn event)           16h         22         midi + stop         (= learn event)           17h         23         midi + stop         (= learn event)           18h         24         midi + fast         (= learn event)           18h         25         midi + fotor-balance         (= learn event)           16h         26         midi + speed treble		5	distortion	
08h         8         speed treble           0Ah         10         midi           0Bh         11         store           0Ch         12         stop           0Dh         13         slow           0Eh         14         fast           0Fh         15         encoder-key           10h         16         slow/fast footswitch           11h         17         start/stop footswitch           12h         18         midi + effect-on           12h         18         midi + prog1           14h         20         midi + prog2           15h         21         midi + prog3           16h         22         midi + stop           16h         22         midi + stop           17h         23         midi + stop           18h         24         midi + stop           19h         25         midi + distortion         (= learn event)           1Ah         26         midi + rotor-balance         (= learn event)           1Ch         28         midi + speed bass         (= learn event)           1Ch         28         midi + speed treble         (= learn event)			room	
09h         9         speed treble           0Ah         10         mid           0Bh         11         store           0Ch         12         stop           0Dh         13         slow           0Eh         14         fast           0Fh         15         encoder-key           10h         16         slow/fast footswitch           11h         7         start/stop footswitch           12h         18         midi + effect-on         (= learn event)           13h         19         midi + prog1         (= learn event)           14h         20         midi + prog2         (= learn event)           15h         21         midi + prog3         (= learn event)           16h         22         midi + stop         (= learn event)           16h         22         midi + fast         (= learn event)           18h         24         midi + fast         (= learn event)           18h         24         midi + fast         (= learn event)           18h         25         midi + fast         (= learn event)           16h         28         midi + rotor-balance         (= learn event)           16	_			
0Ah         10         midi           0Bh         11         store           0Ch         12         stop           0Dh         13         slow           0Eh         14         fast           0Fh         15         encoder-key           10h         16         slow/fast footswitch           11h         17         start/stop footswitch           12h         18         midi + effect-on           12h         18         midi + effect-on           13h         19         midi + prog1           14h         20         midi + prog2           15h         21         midi + prog2           16h         22         midi + stop           16h         22         midi + stop           17h         23         midi + slow           18h         24         midi + fast           19h         25         midi + fotorion         (= learn event)           18h         26         midi + room         (= learn event)           18h         27         midi + speed bass         (= learn event)           18h         28         midi + speed treble         (= learn event)           18h <td></td> <td></td> <td>· ·</td> <td></td>			· ·	
0Bh         11         stop           0Ch         12         stop           0Ch         12         stop           0Ch         12         stop           0Ch         14         fast           0Fh         15         encoder-key           10h         16         slow/fast footswitch           11h         17         start/stop footswitch           12h         18         midi + prog1         (= learn event)           13h         19         midi + prog2         (= learn event)           14h         20         midi + prog2         (= learn event)           15h         21         midi + prog2         (= learn event)           16h         22         midi + stop         (= learn event)           17h         23         midi + stop         (= learn event)           18h         24         midi + fast         (= learn event)           19h         25         midi + fast         (= learn event)           10h         26         midi + speed bass         (= learn event)           11h         26         midi + speed brable         (= learn event)           12h         27         28         midi + speed brable				
OCh         12         stop           ODh         13         slow           OEh         14         fast           OFh         15         encoder-key           10h         16         slow/fast footswitch           11h         17         start/stop footswitch           12h         18         mild + effect-on         (= learn event)           13h         19         midi + prog1         (= learn event)           14h         20         midi + prog2         (= learn event)           15h         21         midi + prog3         (= learn event)           16h         22         midi + stop         (= learn event)           17h         23         midi + stow         (= learn event)           18h         24         midi + foot         (= learn event)           18h         25         midi + distortion         (= learn event)           18h         26         midi + room         (= learn event)           18h         27         midi + speed bass         (= learn event)           18h         27         midi + speed bass         (= learn event)           18h         27         midi + speed bass         (= learn event)				
ODh         13         slow           OEh         14         fast           OFh         15         encoder-key           10h         16         slow/fast footswitch           11h         17         start/stop footswitch           12h         18         midi + effect-on         (= learn event)           13h         19         midi + prog1         (= learn event)           14h         20         midi + prog3         (= learn event)           15h         21         midi + prog3         (= learn event)           16h         22         midi + slow         (= learn event)           17h         23         midi + slow         (= learn event)           18h         24         midi + fast         (= learn event)           19h         25         midi + fost         (= learn event)           19h         26         midi + room         (= learn event)           10h         26         midi + speed bass         (= learn event)           10h         29         midi + speed bass         (= learn event)           10h         29         midi + speed brefect-on         (= forget event)           10h         29         midi + speed brefect-on				
0Eh         14         fast           0Fh         15         encoder-key           10h         16         slow/tast footswitch           11h         17         start/stop footswitch           12h         18         midi + prog1         (= learn event)           13h         19         midi + prog2         (= learn event)           15h         21         midi + prog3         (= learn event)           16h         22         midi + stop         (= learn event)           17h         23         midi + stop         (= learn event)           18h         24         midi + stow         (= learn event)           18h         24         midi + fast         (= learn event)           19h         25         midi + fotor         (= learn event)           18h         27         midi + rotor-balance         (= learn event)           16h         28         midi + speed bass         (= learn event)           16h         28         midi + speed bass         (= learn event)           16h         28         midi + speed bass         (= learn event)           16h         28         midi + speed bass         (= learn event)           16h         28			•	
0Fh         15         encoder-key           10h         16         slow/fast footswitch           11h         17         start/stop footswitch           12h         18         midi + effect-on         (= learn event)           13h         19         midi + prog1         (= learn event)           14h         20         midi + prog2         (= learn event)           15h         21         midi + prog3         (= learn event)           16h         22         midi + stop         (= learn event)           17h         23         midi + slow         (= learn event)           18h         24         midi + fast         (= learn event)           19h         25         midi + fast         (= learn event)           19h         25         midi + speed bass         (= learn event)           10h         26         midi + speed treble         (= learn event)           10h         29         midi + speed treble         (= learn event)           12h         30         longpress midi + prog1         (= forget event)           12h         30         longpress midi + prog2         (= forget event)           12h         31         longpress midi + prog3         (= forget event)				
10h         16         slow/fast footswitch           11h         17         start/stop footswitch           12h         18         midi + effect-on         (= learn event)           13h         19         midi + prog1         (= learn event)           14h         20         midi + prog2         (= learn event)           15h         21         midi + prog3         (= learn event)           16h         22         midi + stop         (= learn event)           17h         23         midi + stop         (= learn event)           18h         24         midi + fast         (= learn event)           19h         25         midi + fdstortion         (= learn event)           18h         24         midi + rotor-balance         (= learn event)           10h         25         midi + rotor-balance         (= learn event)           10h         28         midi + speed bass         (= learn event)           10h         29         midi + speed treble         (= learn event)           10h         29         midi + speed treble         (= learn event)           10h         29         midi + speed treble         (= forget event)           10h         32         longpress midi				
11h         17         start/stop footswitch           12h         18         midi + effect-on         (= learn event)           13h         19         midi + prog1         (= learn event)           14h         20         midi + prog2         (= learn event)           15h         21         midi + prog3         (= learn event)           16h         22         midi + stop         (= learn event)           17h         23         midi + stow         (= learn event)           18h         24         midi + slow         (= learn event)           19h         25         midi + distortion         (= learn event)           19h         25         midi + room         (= learn event)           10h         26         midi + room         (= learn event)           10h         27         midi + speed bass         (= learn event)           10h         28         midi + speed bass         (= learn event)           10h         29         midi + speed bass         (= learn event)           10h         29         midi + room         (= learn event)           10h         29         midi + speed bass         (= learn event)           10h         29         midi + speed it				
12h         18         midi + effect-on         (= learn event)           13h         19         midi + prog1         (= learn event)           14h         20         midi + prog2         (= learn event)           15h         21         midi + prog3         (= learn event)           16h         22         midi + stow         (= learn event)           17h         23         midi + stow         (= learn event)           18h         24         midi + stow         (= learn event)           19h         25         midi + distortion         (= learn event)           1Ah         26         midi + room         (= learn event)           1Bh         27         midi + room         (= learn event)           1Ch         28         midi + speed bass         (= learn event)           1Dh         29         midi + speed treble         (= learn event)           1Dh         29         midi + speed treble         (= learn event)           1Eh         30         longpress midi + effect-on         (= forget event)           1Eh         30         longpress midi + prog1         (= forget event)           20h         32         longpress midi + prog2         (= forget event)				
13h         19         midi + prog1         (= learn event)           14h         20         midi + prog2         (= learn event)           15h         21         midi + prog3         (= learn event)           16h         22         midi + stop         (= learn event)           17h         23         midi + stop         (= learn event)           18h         24         midi + fast         (= learn event)           19h         25         midi + distortion         (= learn event)           18h         26         midi + rotor-balance         (= learn event)           16h         28         midi + rotor-balance         (= learn event)           16h         29         midi + speed bass         (= learn event)           16h         29         midi + speed bass         (= learn event)           16h         29         midi + speed bass         (= learn event)           16h         29         midi + speed bass         (= learn event)           17h         30         longpress midi + effect-on         (= forget event)           18h         30         longpress midi + prog1         (= forget event)           20h         32         longpress midi + stop         (= forget event)				/ In a series (1)
14h         20         midi + prog2         (= learn event)           15h         21         midi + prog3         (= learn event)           16h         22         midi + stop         (= learn event)           17h         23         midi + stow         (= learn event)           18h         24         midi + fast         (= learn event)           19h         25         midi + distortion         (= learn event)           1Ah         26         midi + rotor-balance         (= learn event)           1Bh         27         midi + rotor-balance         (= learn event)           1Ch         28         midi + speed bass         (= learn event)           1Dh         29         midi + speed bass         (= learn event)           1Dh         29         midi + speed bass         (= learn event)           1Dh         29         midi + speed bass         (= learn event)           1Dh         29         midi + speed bass         (= learn event)           1Dh         29         midi + speed bass         (= learn event)           1Dh         29         midi + speed bass         (= forget event)           1Dh         29         midi + speed treble         (= forget event)				
15h   21				
midi + stop midi + storion midi + speed treble midi + speed treble midi + speed treble midi + prog2 midi + prog3 midi + stop midi + prog3 midi + stop midi + stop midi + stop midi + speed treble midi + stop midi				
17h         23         midi + slow         (= learn event)           18h         24         midi + fast         (= learn event)           19h         25         midi + distortion         (= learn event)           1Ah         26         midi + rotor         (= learn event)           1Bh         27         midi + rotor-balance         (= learn event)           1Ch         28         midi + speed bass         (= learn event)           1Dh         29         midi + speed treble         (= learn event)           1Eh         30         longpress midi + effect-on         (= forget event)           1Eh         30         longpress midi + prog1         (= forget event)           20h         32         longpress midi + prog2         (= forget event)           20h         32         longpress midi + prog3         (= forget event)           22h         34         longpress midi + stop         (= forget event)           23h         35         longpress midi + fast         (= forget event)           24h         36         longpress midi + fast         (= forget event)           25h         37         longpress midi + rotor-balance         (= forget event)           26h         38         longpress midi +				
18h 24 midi + fast (= learn event) 19h 25 midi + distortion (= learn event) 1Ah 26 midi + room (= learn event) 1Bh 27 midi + rotor-balance (= learn event) 1Ch 28 midi + speed bass (= learn event) 1Dh 29 midi + speed treble (= learn event) 1Eh 30 longpress midi + effect-on (= forget event) 1Fh 31 longpress midi + prog1 (= forget event) 20h 32 longpress midi + prog2 (= forget event) 21h 33 longpress midi + prog2 (= forget event) 22h 34 longpress midi + stop (= forget event) 23h 35 longpress midi + stop (= forget event) 24h 36 longpress midi + fast (= forget event) 25h 37 longpress midi + fast (= forget event) 26h 38 longpress midi + room (= forget event) 27h 39 longpress midi + room (= forget event) 28h 40 longpress midi + room (= forget event) 29h 41 longpress midi + speed bass (= forget event) 28h 42 longpress midi + speed treble (= forget event) 29h 43 longpress midi + speed treble (= forget event) 29h 44 longpress speed bass + speed treble (= forget all events) 29h 45 longpress prog1 (= restore preset) 21h 45 longpress prog2 (= restore preset) 22h 46 longpress prog3 (= restore preset) 25h 47 longpress prog3 (= restore preset) 26h 48 longpress prog3 (= restore preset) 27h 50 encoder one step up 33h 51 encoder one step down 34h 52 service-key index			· ·	
19h 25 midi + distortion (= learn event) 1Ah 26 midi + room (= learn event) 1Bh 27 midi + rotor-balance (= learn event) 1Ch 28 midi + speed bass (= learn event) 1Dh 29 midi + speed treble (= learn event) 1Eh 30 longpress midi + effect-on (= forget event) 1Eh 31 longpress midi + prog1 (= forget event) 20h 32 longpress midi + prog2 (= forget event) 21h 33 longpress midi + prog3 (= forget event) 22h 34 longpress midi + stop (= forget event) 23h 35 longpress midi + stop (= forget event) 24h 36 longpress midi + fast (= forget event) 25h 37 longpress midi + fast (= forget event) 26h 38 longpress midi + room (= forget event) 27h 39 longpress midi + room (= forget event) 28h 40 longpress midi + speed bass (= forget event) 29h 41 longpress midi + speed bass (= forget event) 28h 42 longpress midi + speed treble (= forget event) 28h 43 longpress speed bass + speed treble (= option-mode) 2Ch 44 longpress prog1 (= restore preset) 2Eh 46 longpress prog2 (= restore preset) 2Fh 47 longpress prog3 (= restore preset) 30h 48 longpress prog3 (= restore preset) 31h 51 encoder one step up 32h 50 service-key index				
1Ah 26 midi + room (= learn event) 1Bh 27 midi + rotor-balance (= learn event) 1Ch 28 midi + speed bass (= learn event) 1Dh 29 midi + speed treble (= learn event) 1Eh 30 longpress midi + effect-on (= forget event) 1Eh 31 longpress midi + prog1 (= forget event) 20h 32 longpress midi + prog2 (= forget event) 21h 33 longpress midi + prog3 (= forget event) 22h 34 longpress midi + stop (= forget event) 23h 35 longpress midi + stop (= forget event) 24h 36 longpress midi + fast (= forget event) 25h 37 longpress midi + fast (= forget event) 26h 38 longpress midi + room (= forget event) 27h 39 longpress midi + room (= forget event) 28h 40 longpress midi + speed bass (= forget event) 29h 41 longpress midi + speed treble (= forget event) 2Ah 42 longpress midi + speed treble (= forget all events) 2Bh 43 longpress store (= restore all presets) 2Ch 44 longpress prog1 (= restore preset) 2Eh 46 longpress prog2 (= restore preset) 2Fh 47 longpress prog3 (= restore preset) 30h 48 longpress prog3 (= restore preset) 31h 51 encoder one step up 33h 51 encoder one step down 34h 52 service-key index				
1Bh27midi + rotor-balance(= learn event)1Ch28midi + speed bass(= learn event)1Dh29midi + speed treble(= learn event)1Eh30longpress midi + effect-on(= forget event)1Fh31longpress midi + prog1(= forget event)20h32longpress midi + prog2(= forget event)21h33longpress midi + prog3(= forget event)22h34longpress midi + stop(= forget event)23h35longpress midi + slow(= forget event)24h36longpress midi + fast(= forget event)25h37longpress midi + rotor(= forget event)26h38longpress midi + rotor-balance(= forget event)27h39longpress midi + speed bass(= forget event)28h40longpress midi + speed treble(= forget event)28h41longpress midi + speed treble(= forget event)28h42longpress midi(= forget event)28h43longpress speed bass + speed treble(= option-mode)2Ch44longpress prog2(= restore preset)2Eh46longpress prog2(= restore preset)2Fh47longpress distortion + speed treble(= service)32h51encoder one step up33h51encoder one step down34h52service-key index				
ICh 28 midi + speed bass (= learn event) IDh 29 midi + speed treble (= learn event) IEh 30 longpress midi + effect-on (= forget event) IFh 31 longpress midi + prog1 (= forget event) 20h 32 longpress midi + prog2 (= forget event) 21h 33 longpress midi + prog3 (= forget event) 22h 34 longpress midi + stop (= forget event) 23h 35 longpress midi + stop (= forget event) 24h 36 longpress midi + fast (= forget event) 25h 37 longpress midi + fast (= forget event) 26h 38 longpress midi + room (= forget event) 27h 39 longpress midi + room (= forget event) 28h 40 longpress midi + speed bass (= forget event) 29h 41 longpress midi + speed bass (= forget event) 20h 42 longpress midi (= forget event) 20h 43 longpress midi (= forget event) 20h 44 longpress store (= forget event) 20h 45 longpress prog1 (= restore all presets) 20h 45 longpress prog2 (= restore preset) 20h 46 longpress prog3 (= restore preset) 21h 47 longpress prog3 (= restore preset) 22h 50 encoder one step up 33h 51 encoder one step down 34h 52 service-key index				
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1Eh 30 longpress midi + effect-on (= forget event) 1Fh 31 longpress midi + prog1 (= forget event) 20h 32 longpress midi + prog2 (= forget event) 21h 33 longpress midi + prog3 (= forget event) 22h 34 longpress midi + stop (= forget event) 23h 35 longpress midi + slow (= forget event) 24h 36 longpress midi + fast (= forget event) 25h 37 longpress midi + distortion (= forget event) 26h 38 longpress midi + room (= forget event) 27h 39 longpress midi + rotor-balance (= forget event) 28h 40 longpress midi + speed bass (= forget event) 29h 41 longpress midi + speed treble (= forget event) 28h 42 longpress midi (= forget event) 28h 43 longpress midi (= forget event) 28h 44 longpress speed bass + speed treble (= forget event) 29h 45 longpress store (= restore all presets) 29h 45 longpress prog1 (= restore preset) 29h 46 longpress prog2 (= restore preset) 29h 47 longpress prog3 (= restore preset) 39h 48 longpress distortion + speed treble (= service) 39h 50 encoder one step up 39h 51 encoder one step down 39h 52 service-key index				1 .
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2Dh 45 longpress prog1 (= restore preset) 2Eh 46 longpress prog2 (= restore preset) 2Fh 47 longpress prog3 (= restore preset) 30h 48 longpress distortion + speed treble (= service) 32h 50 encoder one step up 33h 51 encoder one step down 34h 52 service-key index	2Ch	44		
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2Fh 47 longpress prog3 (= restore preset) 30h 48 longpress distortion + speed treble (= service) 32h 50 encoder one step up 33h 51 encoder one step down 34h 52 service-key index	2Eh	46		
30h 48 longpress distortion + speed treble (= service) 32h 50 encoder one step up 33h 51 encoder one step down 34h 52 service-key index	2Fh	47		
32h 50 encoder one step up 33h 51 encoder one step down 34h 52 service-key index	30h	48		
33h 51 encoder one step down 34h 52 service-key index				,
35h 53 service-key value				
	35h	53	service-key value	

#### MIDI8/7-CODE

a transfer of seven 8bit-databytes via MIDI-sysex affects in transmission of eight MIDI-data-bytes (with MSB=0) according to the following pattern:

AAAAaaaa BBBBbbbb CCCCcccc DDDDdddd EEEEeeee FFFffff GGGGgggg gets to

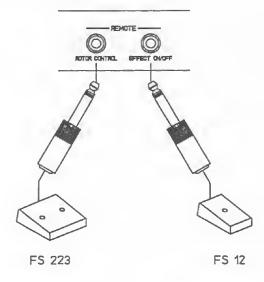
0GFEDCBA 0AAAaaaa 0BBBbbbb 0CCCcccc 0DDDdddd 0EEEeeee 0FFFffff 0GGGgggg ( first ------ last transmitted )

The checksum transmitted finally is the 2's-complement of the 7bit-sum of all the MIDI8/7-data before.

#### 8. REMOTE CONTROL

#### **8.1 REMOTE CONNECTIONS:**

Different Fx 70 functions can be remote controlled via foot switch.



- ROTOR CONTROL When the double foot switch FS 223 is connected to this socket, both treble and bass rotors can be switched together. The functions ROTOR-ON/OFF and FAST/ SLOW are thus possible. The status is indicated by the 3 LED's on the front panel.
- EFFECT ON/OFF When the foot switch FS 12 is connected to this socket it is possible to switch from original to effect signal (see front panel key (4.1)). The status is indicated by the Status LED on the front panel.

#### Note:

Other foot switches can be used apart from the FS 223 and FS 12 specified here, the only precondition being that it must be a momentary switch rather than a latching switch and the contact must be closed on activation!

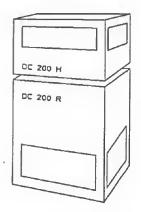
#### 9. APPENDIX

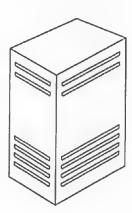
Operation of the Fx 70 was designed in such a way that all functions and parameters are quickly and easily accessible. The idea was based on various organ cabinets and the Simulator CLS 222.

For our simulation purposes we did, however, eliminate all the various noises connected with these "ancient dinosaurs!"

The Fx 70 was equipped with MIDI control possibilities and additional programs to utilize the unique rotor effect with more modern instruments (organs, keyboards, computers ...) more efficiently. Identifying all the parameters hidden under Options and Sysex should really be a delight for sound sleuths!

As younger contemporaries are only familiar with these cabinets from records and CD's we have included a brief description of the mechanics and sound properties thereof.





In the Sixties to the mid-Seventies, the heyday of cabinets, there was an enormous variety of types and manufacturers. The pictures above correspond with the most common forms produced. The dimensions measured approx. 80 x 60 cm, the height between 100 and 150 cm. The cabinets weighed anything between 40 and 100 kg.

A frequency crossover was used to supply the two loudspeakers, the bass rotor below and the treble rotor above with organ signals via power amplifiers integrated in the cabinets. The rotors were partially located in two separate housings to facilitate transportation.

Sound guide drums (low frequency) and horns were mounted in front of the loudspeaker membranes or compression drivers. These were pivotable so that the sound could be reflected in all directions, driven by two (sometimes four) motors. These rotating sound sources led to the unmistakeable sound of the rotor cabinets.

Important contributory physical effects included: Doppler effect (pitch jumps) when passing the listener, panorma effect via direct and lateral sound emission and room effect due to the creation of a lot of reflections when the rotors were facing towards the rear. Interference sounds resulted from the slightly varying speeds of the two rotors. This effect is especially marked when the speed is switched over from stop - slow - fast, as the variety of varying differences crop up due to the differing rotor masses.

The materials used for housing, loudspeakers and rotors, along with the finish of the materials, play an important role in the characteristic sound effects produced. Rotors were made of wood, cardboard, polystyrene, aluminium and plastic.

All the above-mentioned effects and peculiarities were examined and taken into consideration for simulation purposes involving the Fx 70.

#### 9.1 WHAT IS MIDI?

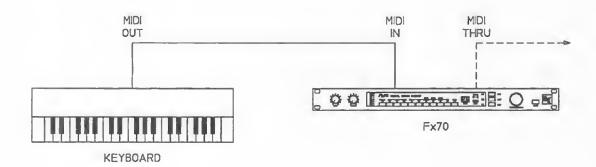
As the name already says MIDI (Musical Instrument Digital Interface) is a standardized data interface for musical instruments and devices.

In the normal MIDI standard, MIDI controllers, MIDI switches, MIDI Note Numbers etc. are determined. As in computer technology, all Midi Events are given a certain address (byte sequence) which is recognized by all functional MIDI interfaces alike. MIDI means a language with which devices made by different manufacturers can communicate on a common level.

Normally speaking MIDI is used to play additional devices such as expanders, samplers, synthesizers etc. from a keyboard. Information such as the notes played, the position of the modulation wheel, the position of a foot controller, velocity of key activation etc. are transmitted by MIDI to the units connected.

Effect units like the Fx 70 can also be subjected to MIDI control. Users can program it in such a way that the appropriate effect is always selected when a synthesizer sound is called up. That is possible because the synthesizer always transmits a command to change the program at sound selection. The Fx 70 receives this program change command and then calls up the program allocated to the command in question.

The MIDI specification includes 16 different channels. A MIDI transmitter can control up to 16 different MIDI receiving units completely independently of each other, all at the same time. You can set the MIDI reception channel on the Fx 70 (see chapter 7.1). For correct MIDI transmission you must make sure that the appropriate MIDI channel has also been set on the transmitting unit (keyboard, sequencer, computer). Please read the user manuals of the units in question.



#### 10. SPECIFICATIONS

Mains voltage 90-250 VAC/50-60 Hz (without switching over)

Power consumption max. 13 VA

Safety class

Input voltage HI 0.775 V / 0 dBm

LO 80 mV /-20 dBm

Max. Input voltage 9 V / +21 dBm

Input Impedance LO/HI 50 kohms

Output voltage 3.2 V / +12 dBm

Output impedance 120 ohms

Frequency response original 40 Hz - 20 kHz +0 / -3 dB Frequency response effect 40 Hz - 20 kHz +0 / -6 dB

S/N ratio original > 104 dB
S/N ratio effect > 90 dB
Distortion (THD) original < 0.003 %
Distortion (THD) effect < 0.05 %

Data format 16 bit linear, internally 24 bit

MIDI connections IN/OUT/THRU

Ground lift Separates circuit ground from housing

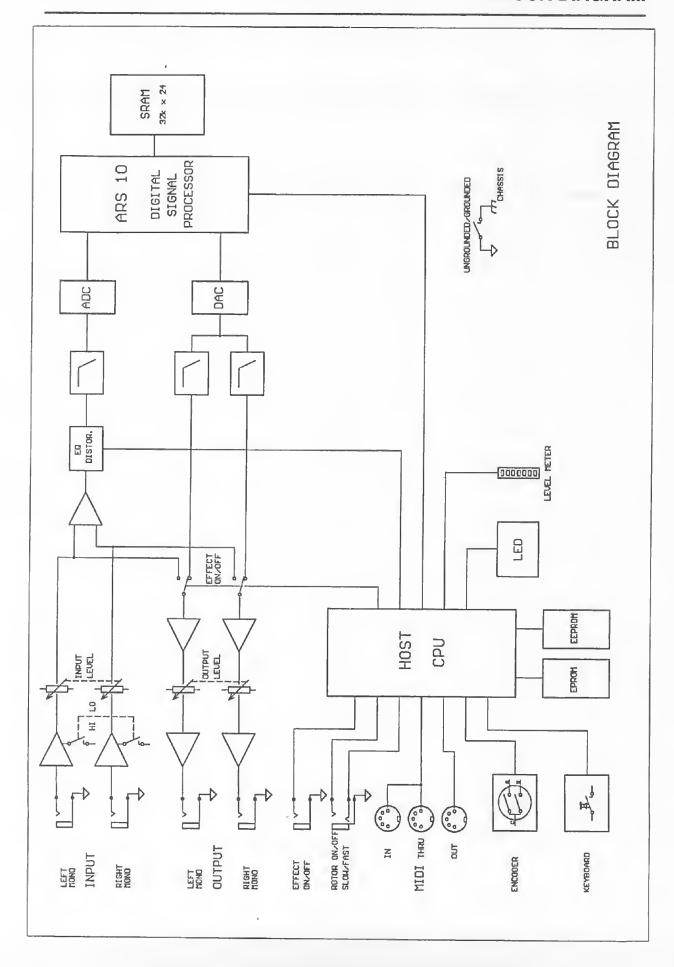
Dimensions (WxHxD in mm) 483 x 43.6 x 225, 1 HU

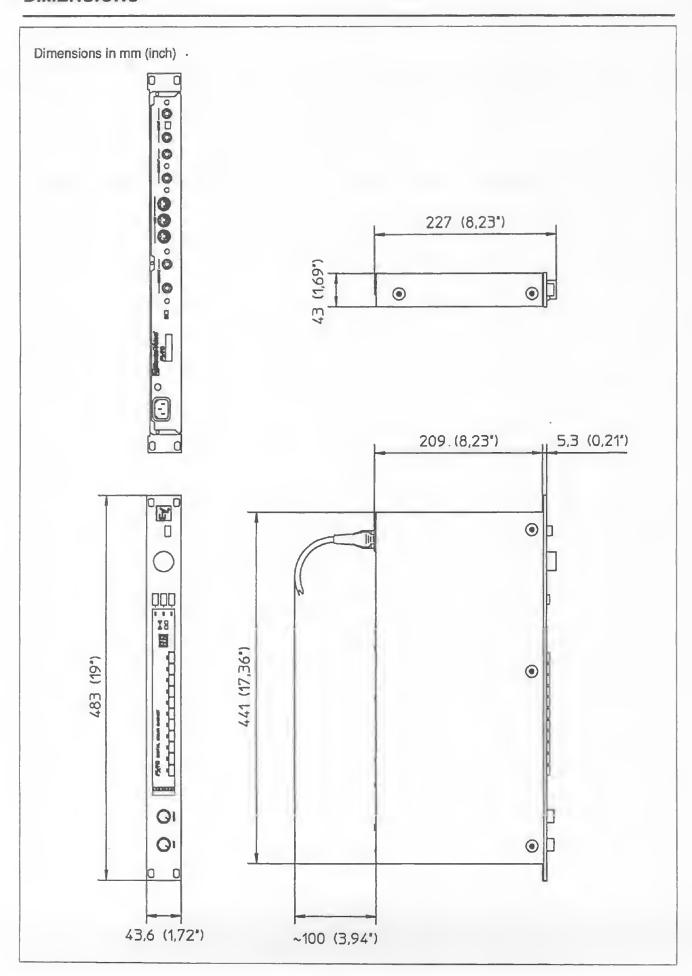
Weight 3.5 kg / 7.7 lbs

Accessory FS 223 (Motor ON-OFF / FAST-SLOW)

FS 12 (Effect off)

The specifications for this product are subject to change without prior notice.





# SERVICE

## MEASURING DATA Fx 70

#### Agreements:

- All Level, Frequency Response and Distortion Measurements are performed with "AUDIO PRECISION SYSTEM ONE". Generator impedance 25 ohms, Analyzer impedance 100 kohms.
- Levels measured with f=1 kHz.
- The noise levels measured at the outputs refer to the nominal output level of +18dBm.
- Tolerances of the level values: +/- 1 dB.
- All Distortion measurements are performed with a measurement bandwidth of 10 Hz 22 kHz, without filter.
   Measured is THD+Noise.
- Measurements at the original signal with EFFECT OFF.
- 0 dBu = 775 mV rms

1. Operating voltage EBry

- Operating voltage and current are measured with "PHILIPS MULTIMETER PM 2517X".
- Power Consumtion is measured with "Zäres Wattmeter".
- Recall of the Service Presets: see table service functions Fx 70 (page 48) and service presets (page 50)
   Note: For operation of some functions (e.g. storing of programs) and explanation of parameter functions the operating manual is necessary.

90 - 250 VAC f = 50 - 60 Hz

1. Operating voltage LD(V)	50 - 250 VA	, 1 = 30 - 00 TIZ
2. Operating current IB <sub>(A)</sub>	at 110 Vac	150 mA
	at 230 V <sub>AC</sub>	110 mA
3. Power consumption	at 110 Vac	10.5 VA
	at 230 V <sub>AC</sub>	12.5 VA
4. Inputs		
- both inputs connected (Stereo operation)		
4.1. Input impedance	$Z_{l}$	= 50 kohms
4.2. Input voltage		
- Input control fully to the right		
- recall service preset 01		
- input level switch position HI.		
Level indication = 0 dB Level indication = CLIP	E <sub>l</sub> E <sub>lmax</sub>	= 775 mV = 0dBm = 1.55 V = +6dBm
- input level switch position LO.		
Level indication = 0 dB Level indication = CLIP	E <sub>l</sub> E <sub>lmax</sub>	= 95 mV = -18dBm = 175mV = -12dBm

#### 5. Outputs

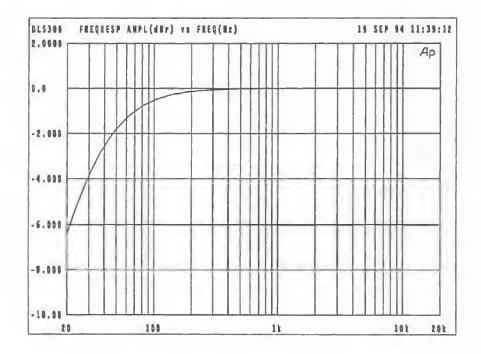
- both outputs connected (Stereo operation)
- the output levels measured refer to an input level of EI = 0dBm and Elmax = +6dBm. Input and output level controls fully to the right, input selector into position HI.

5.1. Output Impedance	Zo	= 120 ohms
5.2. Output voltage left:	Eo Eomax	= 3.2 V = +12dBm = 6.4 V = +18dBm
5.3. Output voltage right:	Eo Eo <sub>max</sub>	= 3.2 V = +12dBm = 6.4 V = +18dBm

## 5.4. Frequency response

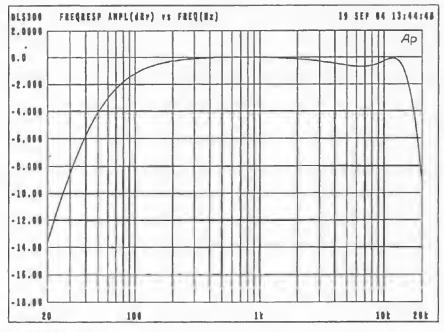
## 5.4.1 Frequency response - original signal

- Input level selector into position HI, effect OFF.
- Input level 0dBm.
- Input control fully right, output control adjusted to 0dBm.



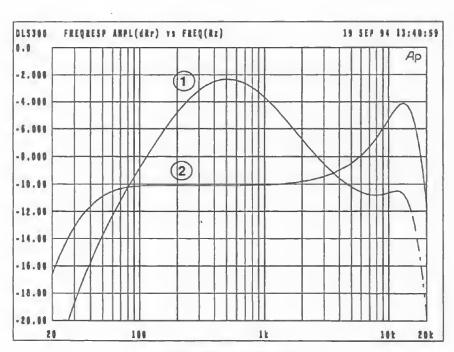
## 5.4.2 Frequency response - effect signal

- Input level selector into position HI, effect ON.
- Service preset 01 recalled.
- Input level 0dBm.
- Input control fully right, output control adjusted to 0dBm.



## 5.4.3 Frequency response - EQ

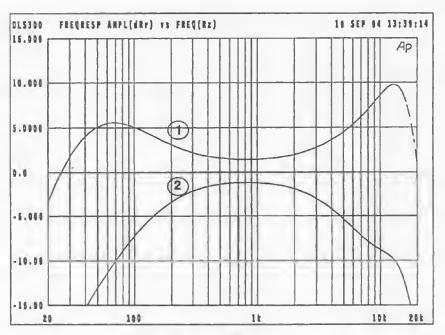
- Input level selector into position HI, effect ON.
- Input level -6dBm.
- Input control fully right, output control adjusted to 0dBm.



## EQ controls pre distorter

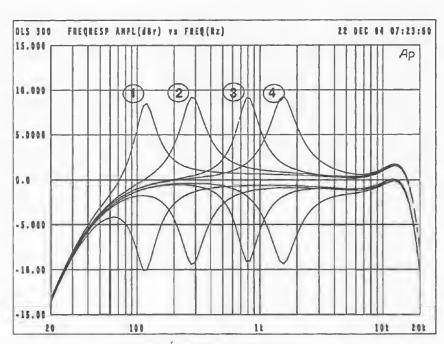
Plot 1: Service preset 08 recalled

Plot 2: Service preset 09 recalled



EQ controls post distorter

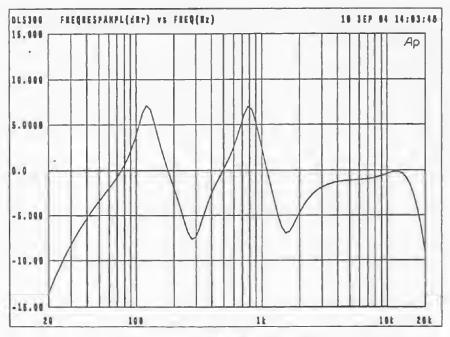
Plot 1: Service preset 10 recalled Plot 2: Service preset 11 recalled



Frequency response of the EQ

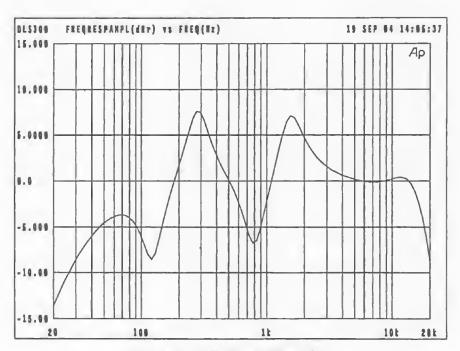
#### - Service preset 01 recalled

Plot 1: 125Hz Param. control 28 (+/-5)
Plot 2: 300Hz Param. control 29 (+/-5)
Plot 3: 800Hz Param. control 30 (+/-5)
Plot 4: 1.5kHz Param. control 31 (+/-5)



Frequency response of the EQ

## - Service preset 12 recalled



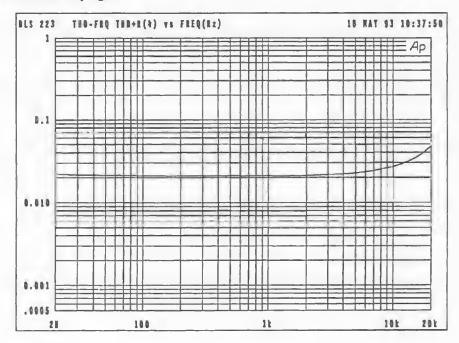
Frequency response of the EQ

## - Service preset 13 recalled

#### 5.5. Distortion (THD)

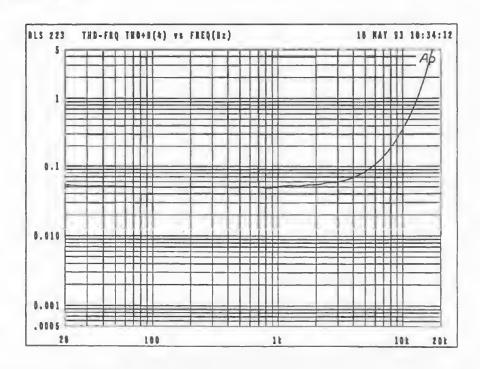
### 5.5.1 Distortion (THD) - original signal

- Input level selector into position HI, effect OFF.
- Input level +10dBm.
- Input and output controls fully right.



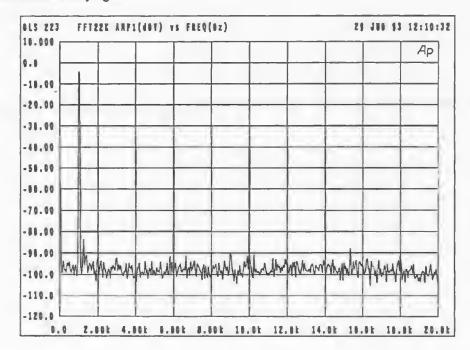
## 5.5.2 Distortion (THD) - effect signal

- Input level selector into position HI, effect ON.
- Input level -10dBm.
- Service preset 01 recalled.

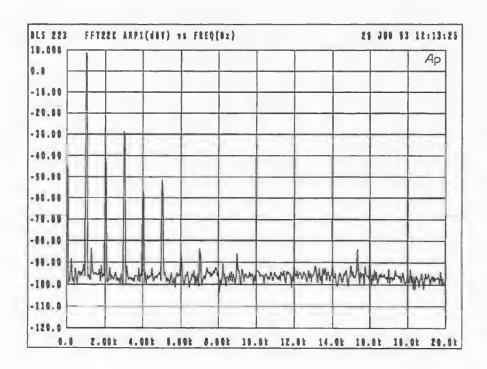


## 5.5.3 Distortion (THD) - Distortion

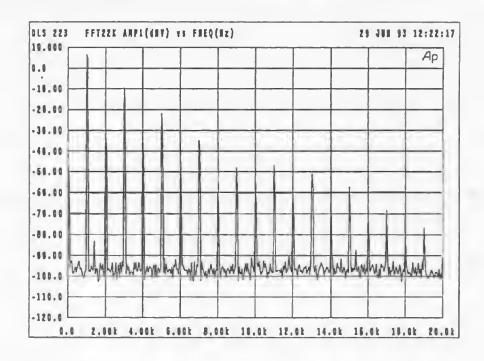
- Input level selector into position HI, effect ON.
- Input level -14dBm.
- Input and output controls fully right.



Service preset 01 recalled
 (Distortion control in position 0)



Service preset 16 recalled
 (Distortion control in position 5)



- Service preset 17 recalled (Distortion control in position 15)

#### 5.6. Noise voltages

- All specifications are valid for the left and right output
- Service preset 01 recalled
- Input and Output control fully to the right

#### 5.6.1. Noise voltage - original signal

- Input level selector into position HI, effect OFF.

Eo weight.(RMS)	.15μV	112dB
Enoise (Q-peak)	32μV	106dB
Eccir (Q-peak)	65μV	100dB

- Input level selector into position LO, effect OFF.

Eo weight.(RMS)	85μV	96dB
Enoise (Q-peak)	200μV	90dB
Eccir (Q-peak)	400μV	84dB

## 5.6.2. Noise voltage - effect signal

- Input level selector into position HI or LO, effect ON.

Eo weight.(RMS)	150μV	91dB
Enoise (Q-peak)	350µV	85dB
Eccir (Q-peak)	650μV	80dB

#### 5.7. Crosstalk

between left and right

> 70dB

# Service functions Fx 70 Version 2.0

Recall of the Service Mode by pressing the keys "DISTORTION" and "SPEED TREBLE" simultaneously over a long time. Exit of Service Mode by pressing the key "STORE".

## Function and Parameter Values In the Service Mode

SPEED BASS	SPEED TREBLE
Index	Date
00 PRESET-RECALL 01 DISTORTION 02 ROOM 03 ROTOR-BALANCE 04 SPEED BASS 05 SPEED TREBLE 06 SLOW/FAST-RATIO BASS 07 SLOW/FAST-RATIO TREBLE 08 SPEED-UP BASS 09 SPEED-UP TREBLE 10 SPEED-REDUCE BASS 11 SPEED-REDUCE TREBLE 12 ROTATE-DIRECTION BASS 13 ROTATE-DIRECTION TREBLE 14 FAST-FREQU-VIBRATO BASS 15 FAST-FREQU-VIBRATO TREBLE 16 SLOW-FREQU-VIBRATO TREBLE 17 SLOW-FREQU-VIBRATO TREBLE 18 LIVENESS BASS 19 LIVENESS TREBLE 20 CONTUR BASS 21 CONTUR TREBLE 22 PANORAMA BASS 23 PANORAMA TREBLE 24 ROOM-SIZE 25 CROSSOVER-FREQUENCY 26 ACTIVE-EQ BASS 30HZ 27 ACTIVE-EQ BAND 125HZ 28 ACTIVE-EQ BAND 300HZ 30 ACTIVE-EQ BAND 300HZ 31 ACTIVE-EQ BAND 1,5KHZ 32 PASSIVE-EQ BAND 33 PASSIVE-EQ MID 34 PASSIVE-EQ MID 35 ACTIVE-EQ TREBLE 36 STOP-DIRECTION 37 BASS POSITION 38 TREBLE POSITION 39 BASS TACHO 40 TREBLE TACHO 41 PEAKHOLD-ZEIT 42 MIDI-SYSEX-REMOTE ENABLE 43 VU-SELEKTION 44 EQ-GAIN F1 45 EQ-GAIN F2	(13) see Service-Rom Presets (015) (015) (-99) (099) (099) (099) (099) (099) (099) (099) (099) (099) (015) (015) (015) (015) (015) (015) (015) (015) (031) (03

46 47 48 49 50 51 52 53 54 55 56 57 58 59	EQ-GAIN F3 EQ-GAIN F4 EQ-GAIN F5 EQ-GAIN F6 EQ-GAIN F7 EQ-GAIN F1* EQ-GAIN F2* EQ-GAIN F3* EQ-GAIN F4* EQ-GAIN F5* EQ-GAIN F5* EQ-GAIN F7* SERVICE-RECALL OFFSET-COMPENSATION	(-55) Band 300Hz (-55) Band 800Hz (-55) Band 125Hz (-55) Band 1,5kHz (-55) Treble 20kHz (-55) Distortion in (-55) Distortion out (-55) Compensation in (-55) Compensation out (-55) Bass cut 30Hz (-55) Middle cut 800Hz (-55) Treble cut 18kHz (10) see Service-Routines (0 / 1)
70 71 72 73 74	ADRSCALE1TP ADRSCALE3STP ADRSHIFT3STP ADRSCALE3LTP ADRSHIFT3LTP	(00hFFh) (80h7Fh) (00hFFh) (80h7Fh) (00hFFh)
75 76 77 78 79	ADRSCALE1HP ADRSCALE3SHP ADRSHIFT3SHP ADRSCALE3LHP ADRSHIFT3LHP	(00hFFh) (80h7Fh) (00hFFh) (80h7Fh) (00hFFh)
80 81 82 83 84 85 86	ORIGAINTP VCOGAINSTP VCOGAINSTP GAINSCL000TP GAINSHIFT000TP GAINSCL090TP GAINSHIFT090TP GSUMSHIFT090TP	(80h7Fh) (80h7Fh) (80h7Fh) (F0h10h) (80h7Fh) (F0h10h) (80h7Fh)
90 91 92 93 94 95 96 97	ORIGAINTP VCOGAINSTP VCOGAINSTP VCOGAINSTP GAINSCL000TP GAINSHIFT000TP GAINSCL090TP GAINSHIFT090TP GSUMSHIFT090TP	(80h7Fh) (80h7Fh) (80h7Fh) (F0h10h) (80h7Fh) (F0h10h) (80h7Fh) (80h7Fh)

#### Service Presets Fx 70

Presets are selected via Index 00 (see service functions). Presets are called up using the rotary encoder and are immediately valid without confirming with Enter. These presets can be edited and stored as usual (see 5.4 Storing of programs in the Operating Manual).



- 1 Original Through (EQ linear)
- 2 Original Through only Right (EQ linear)
- 3 Original Through only Left (EQ linear)
- 4 Muted
- 5 Sine Output Left and Right
- 6 Sine Output only Right
- 7 Sine Output only Left
- 8 Frequency Response Bass and Trebles cut
- 9 Frequency Response Middle cut
- 10 Frequency Response Bass and Trebles boost
- 11 Frequency Response Bass and Trebles cut
- 12 Frequency Response Bands Pattern 1
- 13 Frequency Response Bands Pattern 2
- 14 Frequency Response all Bands fully cut
- 15 Frequency Response all Bands fully boosted
- 16 Original Through with Distortion 5
- 17 Original Through with Distortion 15
- 18 Level correction boosted individually
- 19 Level correction cut individually
- 20 Compensation in/out individually
- 21 Distortion in/out individually
- 22 Clean Leslie, only bass rotor, crossover minimum
- 23 Clean Leslie, only horn rotor, crossover minimum
- 24 Clean Leslie, only bass rotor, crossover maximum
- 25 Clean Leslie, only horn rotor, crossover maximum

## Service Routines Fx 70

Service Routines are called up via Index 58 (see service functions). After pressing the "SPEED TREBLE" key a service routine can be selected (see table below). The selected Service Routine starts after pressing the "STORE" key.

SPEED
TREBLE
Number

STORE

Execution

- 0 NO CHANGE RETURN
- 1 SOFTWARE RESET
- 2 DISPLAY SOFTWARE VERSION
- DISPLAY ROM CHECK SUM
  Output of the 16 bit-wide additive 8 bit check sum of the EPROM 27256 (address range 8000h...FFFFh) as 2 successive Hex figures (MSByte, LSByte) in the seven-segment display.

The current EEPROM content is saved in the ARS system, two inverse test patterns are written, verified and subsequently the original data from the ARS system is written back. While this procedure is in progress, the decimal point of the 10th digit lights up. If the decimal point goes off afterwards, the procedure was Ok. If the decimal point flashes on and off constantly, (even in normal operation), this indicates an EEPROM error. The real EEPROM test via test pattern does not depend on the function of the ARS system, as this is only used as an intermediate memory for the current data. If the ARS system is not working, the EEPROM data is lost nevertheless.

5 SAVE EEPROM DATA VIA SYSEX

The current EEPROM content is transmitted to the Midi Output via MIDI system exclusive messages, without Involving the ARS system. This data can be recorded and later played back into the unit. The ARS system must be working, however, for this procedure to be carried out.

6 DELETING EEPROM DATA

The current EEPROM content is deleted completely (returns to original). The Fx 70 then reads all data from the EPROM.

7 LED TEST PATTERN

The following test patterns are issued to the LED driver: 111111... (= all LED's light up). 101010... (every second LED lights), 010101... (= every second LED dark), 000000... (= all LED's dark).

8 MIDI TEST 31.25 kBAUD WITH EXTERNAL CLOCK DIVIDER

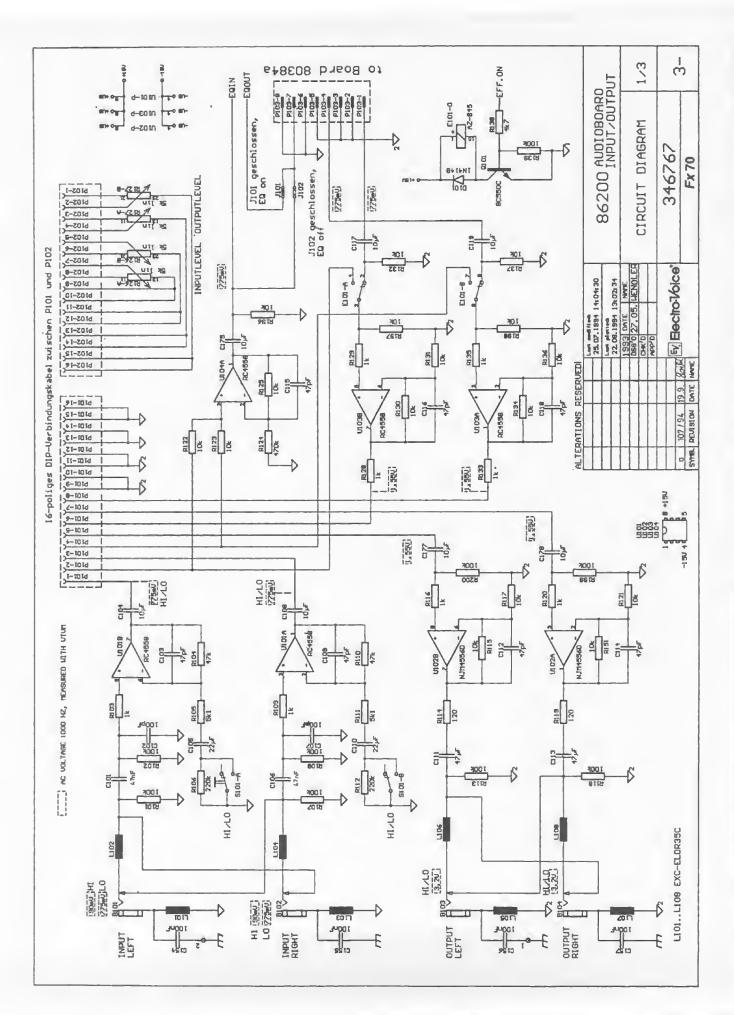
A test pattern is issued at the MIDI OUT and is then checked at the MIDI IN. Therefore a connection between MIDI OUT and MIDI in must be made. When all displays go dark briefly, and the unit resumes its normal function, the test was OK. The seven-segment display indicates the following possible errors: "E.1" for Timeout Error, "E.2" for Framing Error, "E.3" for Data Error and "E.4" for Overrun Error.

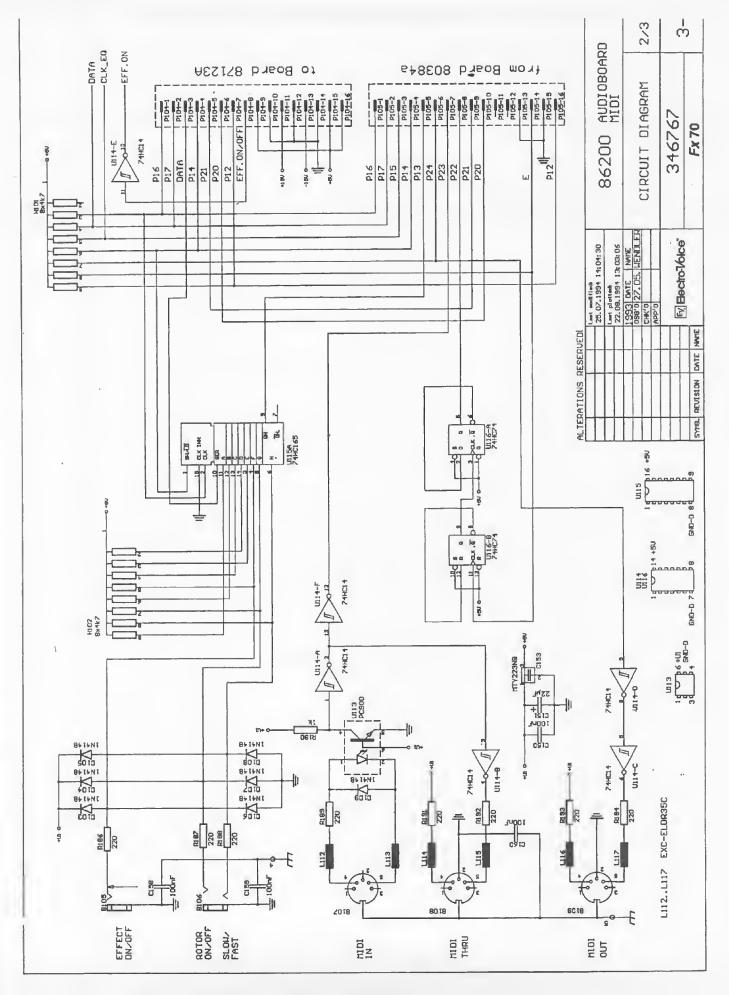
9 MIDI TEST 62.5 kBAUD WITH INT. CLOCK DIVIDER

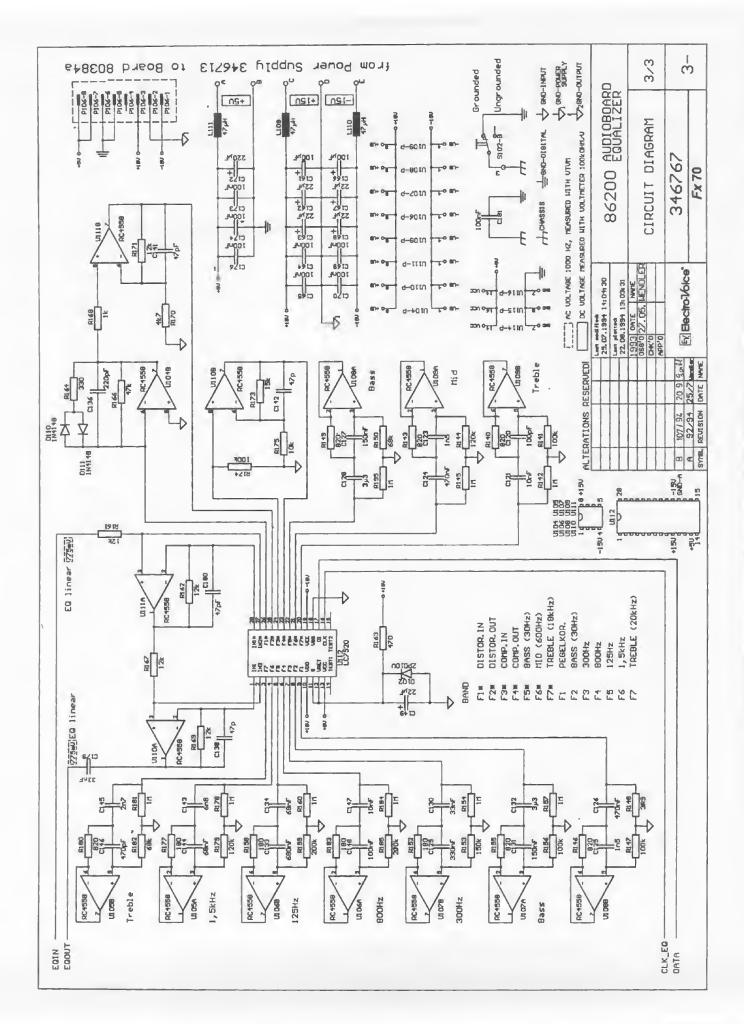
As before, whereas here, the CPU internal frequency divider is used instead of the CPU external frequency divider (./.4).

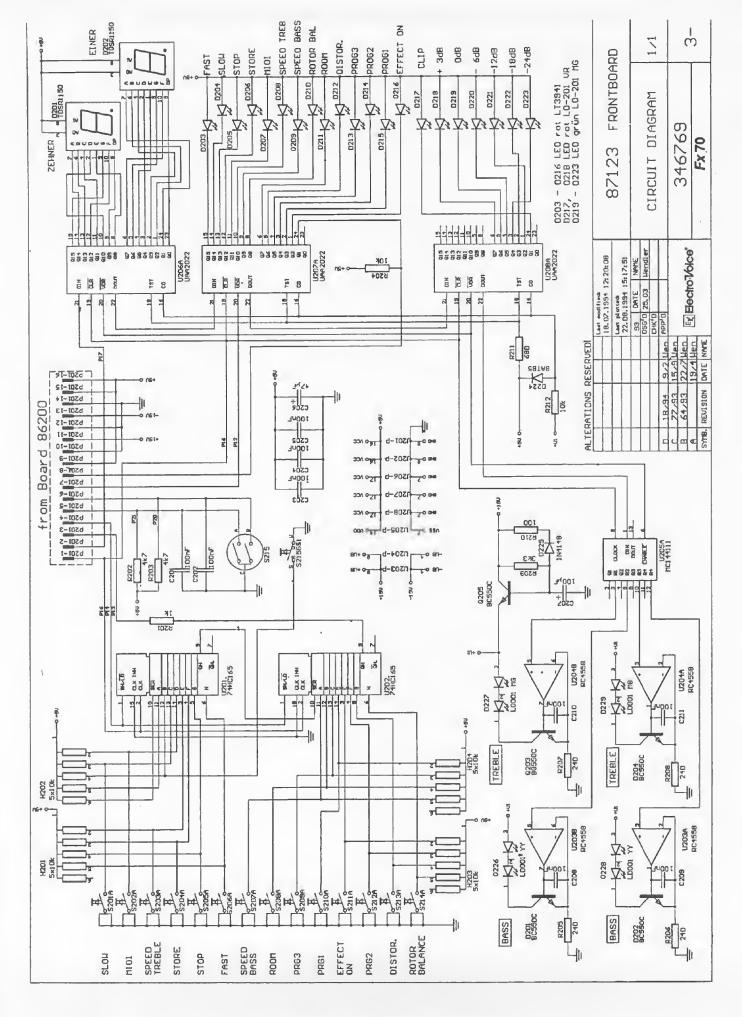
10 KEYBOARD TEST

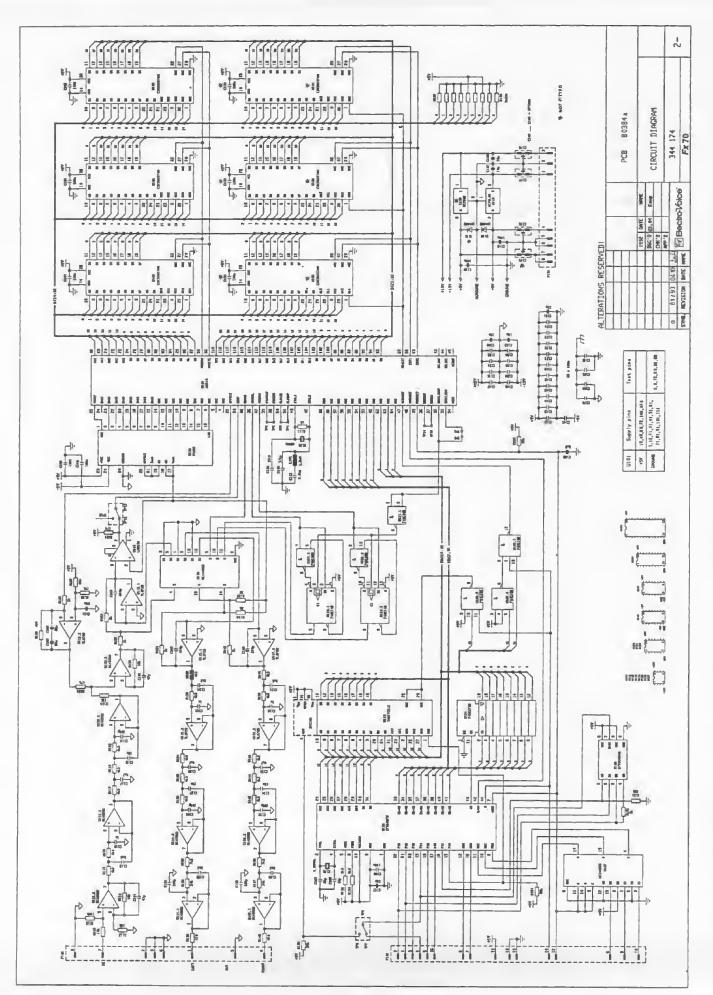
The keyboard is interrogated without software debouncing and one number of whatever key has been pressed is indicated in the display. In the case of keys on the front PCB, the corresponding LED is also activated. The key number "00" represents "no key pressed" and "--" for "several keys pressed". The Remote foot switches and not printed Service keys are also numbered, resulting in the key numbers "01" to "24". This test is only concluded with Hardware Reset (Power O

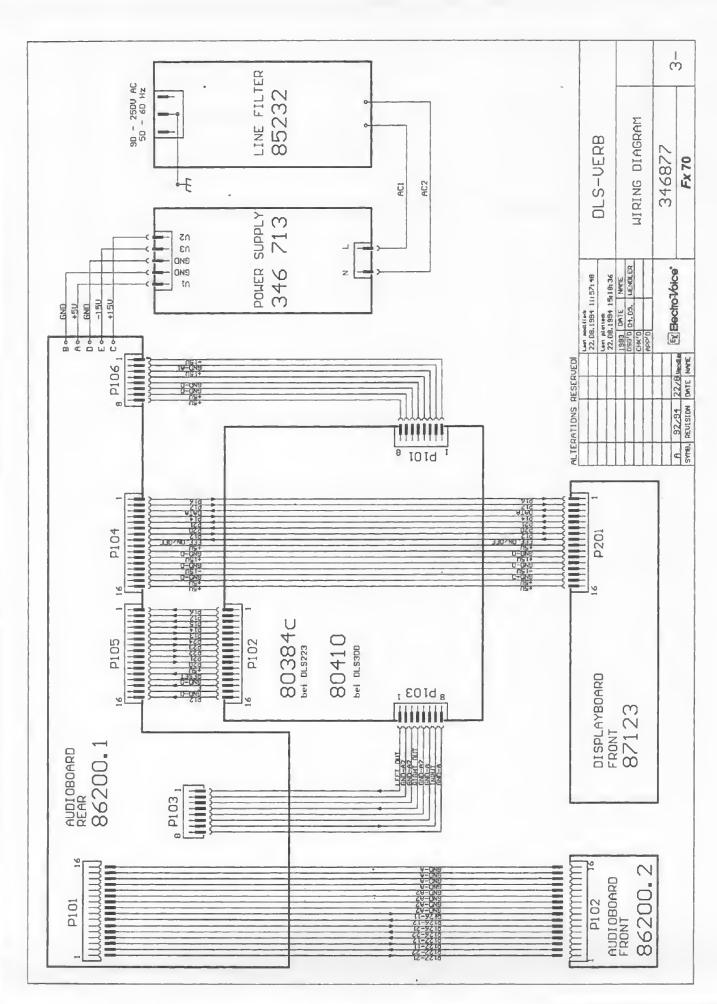




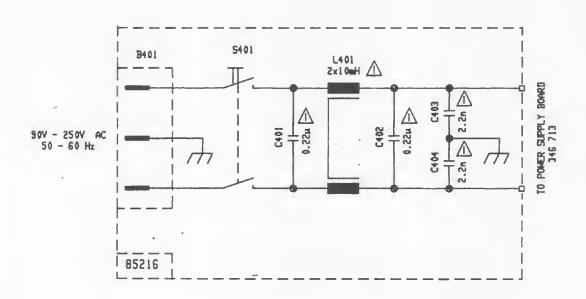








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SAFETY COMPONENT
(MUST BE REPLACED BY ORIGINAL PART)

Pos. d	In diagram		Pos. i	In diagram	
	description	Part-No.	1	description	Part-No
7 000		345095	   D 110	diode 1N 4148	30125
Z 020	rubber foot	351147	D 110	diode 1N 4148	30125
00010	plexi glas Fx 70	344280	E 101	relay AZ 845	34676
00030	push button grey		H 101	resistor netw RKL 9S 472J	33637
00040	push button black 12,5x7	337059	H 101	resistor netw RKL 9S 472J	33637
00050	push button black 6,4x 13,4		L 101	coil	33913
00060	rotary knob black 16	342120	L 101	coil	33913
00070	rotary knob black 24	348055 346713	L 102	coil	33913
08000	power supply	340/13	L 104	coil	33913
00010	PCB	804108	L 105	coil	33913
C 175		343489	L 106	coil	33913
C 176	safety component safety component	343489	L 107	coil	33913
C 177	safety component	343489	L 108	coil	33913
C 178	safety component	343489	L 109	coil 47 UH	33596
D 101	diode 1N 4002	304360	L 110	coil 47 UH	33596
D 101	diode 1N 4002	304360	L 111	coil 47 UH/5,5A	33371
L 101	coil LAP-02TA-1R2K	344199	L 1112	coil 47 ON75,5A	33913
U 118	IC MC 7805 C	309719	L 113	coil	33913
U 119	IC MC 79 L 05 ACP	309721	L 114	coil	33913
X 101	quarz 48.0000MHz	346787	L 115	coil	33913
X 101	quartz 4.0000MHZ	331341	L 115	coil	33913
102	quartz 4.0000MnZ	331341	L 117	coil	33913
00020	PCB	852328	Q 101	trens. BC 550 B	30118
B 401	connector	338835	I R 126	potentiometer 2x5kohm log	34548
C 401	safety component 0,22MF	344934	R 127	potentiometer 2x5kohm log	34548
2 402	safety component 0,22MF	344934	K 12/	switch	34403
C 403	safety component 2.2NF	334682	I S 102	sliding switch	33888
C 404	safety component 2.2NF	334682	J U 101	IC RC 4558 P	30427
L 401	coil 2x 10 MH	332961	U 102	IC NJM 4556 D	34486
\$ 401	mains switch	331175	I U 103	IC RC 4558 P	30427
	1102110 0112011	0011/5	U 104	IC RC 4558 P	30427
00030	PCB	862008	U ·105	IC RC 4558 P	30427
B 101	phone jack	332352	U 106	IC RC 4558 P	30427
	phone jack	332352	U 107	IC RC 4558 P	30427
3 103	phone jack	332352	U 108	IC RC 4558 P	30427
3 104	phone jack	332352	U 109	IC RC 4558 P	30427
105	phone jeck	332352	U 110	IC RC 4558 P	30427
3 106	phone jack HLJ	332353	U 111	IC RC 4558 P	30427
3 107	socket	303093	U 112	IC LC 7520	346830
108	socket	303093	U 113	IC PC 900	333739
109	socket	303093	0 114	IC MC 74 HC 14	333458
129	KO-FOL 0.33MF 63V	340244	U 115	IC MC 74 HC165 N	346829
153	safety component	343489	U 116	IC MC 74 HC 74 N	33970
172	KO-EL 220 MF 25V	343533	1	10 110 74 110 74 11	33370.
101	diode 1N 4148	301254	00040	PCB	97122
102	diode zener ZPD 10V	301309	D 201		871238
103	diode 1N 4148	301309	D 201	-	346828
103	diode 1N 4148		•		346828
104	diode 1N 4148	301254	D 203	LED red	345450
106	diode 1N 4148	301254	D 204	LED red	345450
107		301254	D 205	LED red	345450
	diode 1N 4148	301254	D 206	LED red	345450
108	diode 1N 4148	301254	D 207	LED red	345450
109	diode 1N 4148	301254	D 208	LED red	345450

Pos. in	diagram		Pos. in diagram	
	description	Part-No.	description	Part-No
	LED red	345450		
	LED red	345450		
	LED red	345450	1	
	LED red	345450	1	
	LED red	345450	1	
	LED red	345450		
215	LED red	345450		
216	LED red	345450	1	
217	1ed red 6x3.8mm	348453	1	
218	led red 6x3.8mm	348453	1	
219	led green 6x3.8mm	348454	1	
220	led green 6x3.8mm	348454		
221	led green 6x3.8mm	348454		
222	led green 6x3.8mm	348454	i	
223	led green 6x3.8mm	348454	1	
224	diode BAT 85	301297	i	
	diode 1N 4148	301254		
226	led yellow 6x11 mm	346827	i	
	LED green 6x11mm	331266		
	lèd yellow 6x11 mm	346827	1	
	LED green 6x11mm	331266	1	
	resistor netw RKL 6S 103J	337954	1	
	resistor netw RKL 6S 103J	337954	t	
	resistor netw RKL 6S 103J	337954		
	resistor netw RKL 6S 103J	337954	1	
	trans. BC 550 B	301184		
-	trans. BC 550 B		1	
	trans. BC 550 B	301184	1	
	trans. BC 550 B	301184	1	
	trans. BC 550 B	301184	!	
		301184		
	switch	339674		
	witch	339674		
	switch	339674		
	switch	339674		
211	switch	339674		
212	switch	339674		
213	switch	<b>3</b> 39674		
214 8	switch	339674		
215 r	rotary encoder	346797		
201	IC HC 74 HC165 N	346829		
202 1	C HC 74 HC165 N	346829		
	IC RC 4558 P	304275		
	IC RC 4558 P	304275		
	C MC 14411	333261		
	C UAA 2022 P	333487		
	C UAA 2022 P	333487		
	C UAA 2022 P	333487		

#### # SERVICE INFORMATION

WARNING: No user serviceable parts Inside. Extremely hazardous voltages and currents may be encountered within the chassis. The servicing information contained within this document is only for use by Electro-Voice Authorized warranty repair stations and qualified service personnel. To avoid electric shock DO NOT perform any servicing other than that contained in the Operating instructions unless you are qualified to do so. Otherwise, refer all servicing to qualified service personnel.

**NOTICE:** Modification to Electro-Voice products is not recommended. Such modifications shall be at the sole expense of the person(s) or company responsible, and any damage resulting therefrom shall not be covered under warranty or otherwise.

#### **#.1 ORDERING REPLACEMENT PARTS**

TO ORDER REPLACEMENT PARTS, LOOK UP THE ORDERING NUMBER FROM THE COMPONENT PARTS LISTING AND CALL E. S. T. (616) 695-6831, FAX (800) 685-6386, OR WRITE:

ELECTRO-VOICE SERVICE 600 CECIL STREET BUCHANAN, MICHIGAN 49107 U. S. A.

#### #.2 ELECTRO-VOICE UNIFORM LIMITED WARRANTY STATEMENT

Electro-Volce products are guaranteed against malfunction due to defects in materials or workmanship for a specified period, as noted in the individual product-line statement(s) below, or in the individual product data sheet or owner's manual, beginning with the date of original purchase. If such malfunction occurs during the specified period, the product will be repaired or replaced (at our option) without charge. The product will be returned to the customer prepaid. Exclusions and Limitations: The Limited Warranty does not apply to: (a) exterior finish or appearance; (b) certain specific items described in the individual product-line statement(s) below, or in the individual product data sheet or owner's manual; (c) malfunction resulting from use or operation of the product other than as specified in the product data sheet or owner's manual; (d) malfunction resulting from misuse or abuse of the product; or (e) malfunction occurring at any time after repairs have been made to the product by anyone other than Electro-Voice or any of its authorized service representatives. Obtaining Warranty Service: To obtain warranty service, a customer must deliver the product, prepaid, to Electro-Voice or any of its authorized service representatives together with proof of purchase of the product in the form of a bill of sale or receipted invoice. A list of authorized service representatives is available from Electro-Voice at 600 Cecil Street, Buchanan, MI 49107 (616/695-6831 or 800/685-2606). Incidental and Consequential Damages Excluded: product repair or replacement and return to the customer are only remedies provided to the customer. Electro-Voice shall not be liable for any incidental or consequential damages including, without limitation, injury to persons or property or loss of use. Some states do not allow the exclusion or limitation of incidental or consequential damages so the above limitation or exclusion may not apply to you. Other Rights: This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Electro-Voice Electronics are guaranteed against malfunction due to defects in materials or workmanship for a period of three (3) years from the date of original purchase. Additional details are included in the Uniform Limited Warranty statement.

#### #. 3 Technical Assistance

For applications assistance or other technical Information, contact the Applications Engineer. You can call (616) 695-6831, FAX (616) 695-1304, or write:

Electro-Voice Applications Engineer 600 Cecil Street Buchanan, MI 49107 U. S. A.

Electro-Voice



EVI Audio, 600 Cecil Street, Buchanan, Michigan 49107, Phone (616) 695-6831, Fax: (616) 695-1304 EVI Audio, 8234 Doe Avenue, Visalia, California 93291, Phone (209) 651-7777, Fax: (209) 651-0164 EVI Audio Canada. Inc. 345 Herbert St., Gananoque, Ontario, Canada K7G 2V1, Phone (613) 382-2141, Fax (613) 382-7466